Manual translation by:
Eien ni Hen

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Corey DeFrancesco
(Apocalypse612)

In collaboration with aishsha and Pennywise.
A special thanks for their translation of "Ninja Rahoi!"

Check out the translation patch at:
romhacking.net/translations/2239

FAMICOM FAMILY

EXTREME KICKASS
NINJUTSU ADVENTURE!!

NINJA RAHOI

A super helpful guide for the righteous young ninja!

Nintendo Family Computer™

INSTRUCTION manual

HSP-34

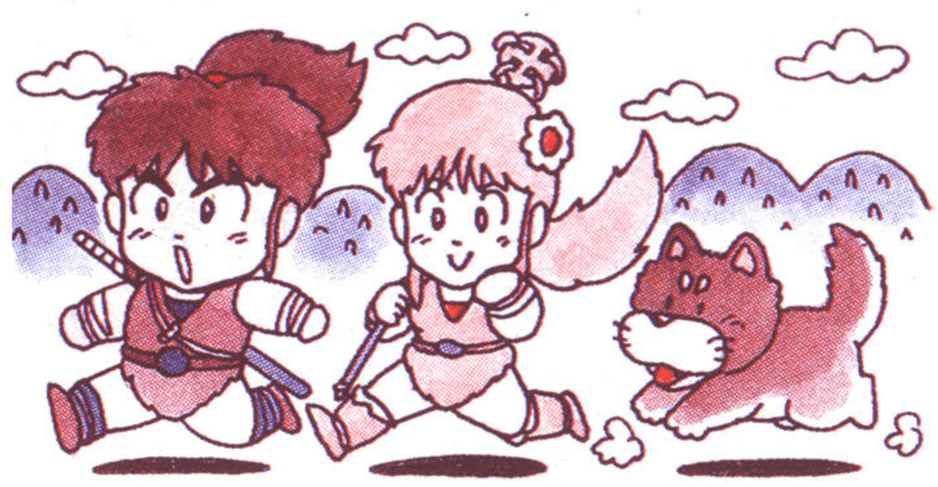
TF TURBOFILE

Program © 1990 ASCII CORPERATION

Greetings from ASCII!

Thank you kindly for your recent purchase of the "Ninja Rahoi" cartridge, made for use with the Family Computer (Famicom).

Please read this instruction manual thoroughly before playing the game, and please follow the safety guidelines.



Trending now: righteous ninjas!

You are a young ninja from a peace-loving ninja clan known as the Wind Clan.

Your mission, should you choose to accept it, is to defeat the evil ninjas lead by the Skull Shogun and return peace to the world.

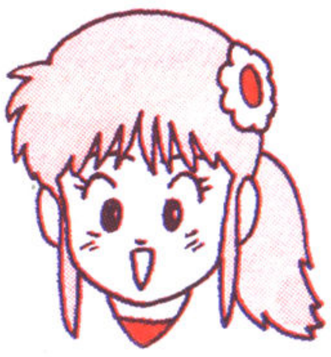
To defeat the Skull Shogun, you must solve the mystery of the five hidden scrolls and learn the ultimate Ninjutsu technique.

Go gather your allies and take down the Skull Shogun at all costs! We're counting on you!

Your all-important "family":

You (Kazemaru)

A spirited young lad from the Wind Clan. The game's protagonist.



Akane

Your little sister. You two were separated years ago.

Takamaru

Son of Tazu, the great Ninja Dog. He can't use Jutsu, but he's quite strong.

Rahoi

The leader of the Wind Clan, and wielder of the ultimate Jutsu.

Stinkosai

Chief of the Wind Hamlet, and the man who raised you.

Hanzo Tsuzura

The ninja who raised Akane on secret orders from Master Rahoi.

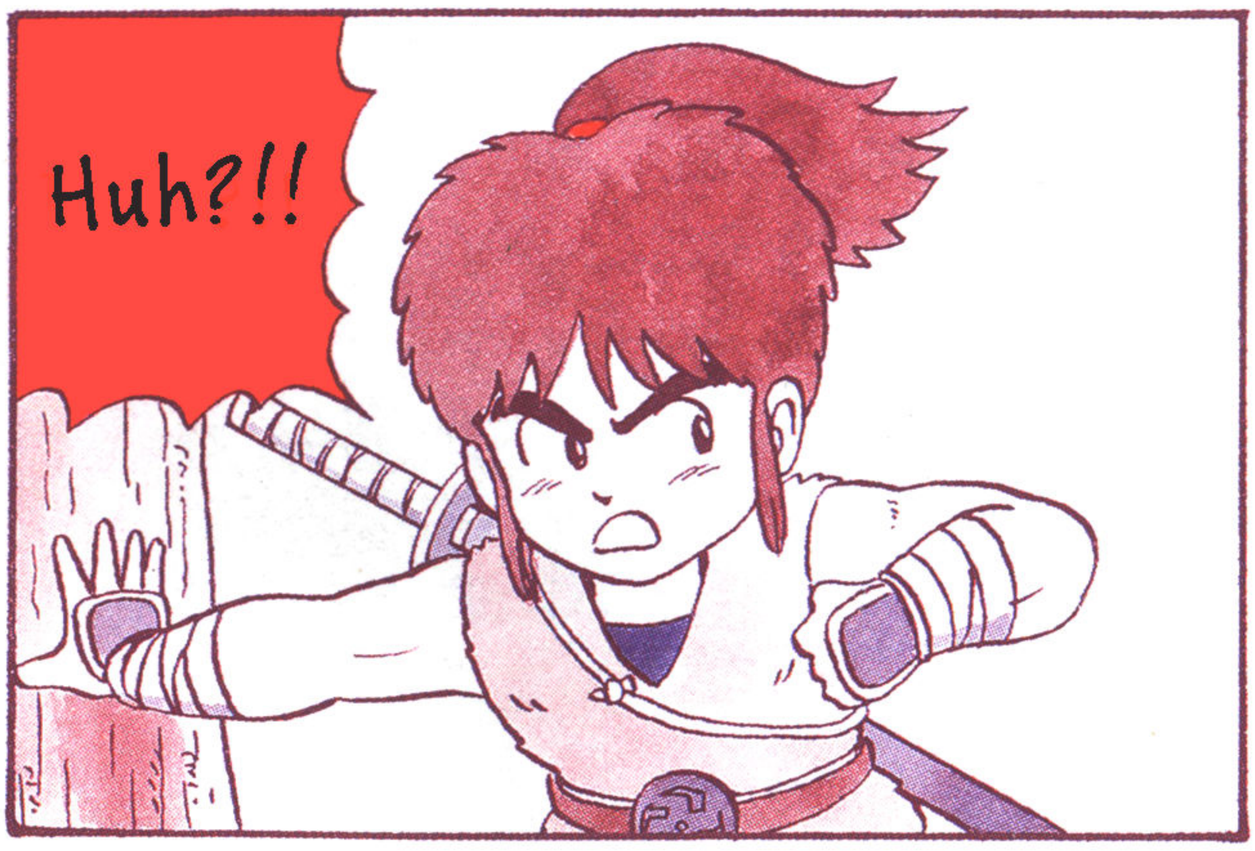
Tazu

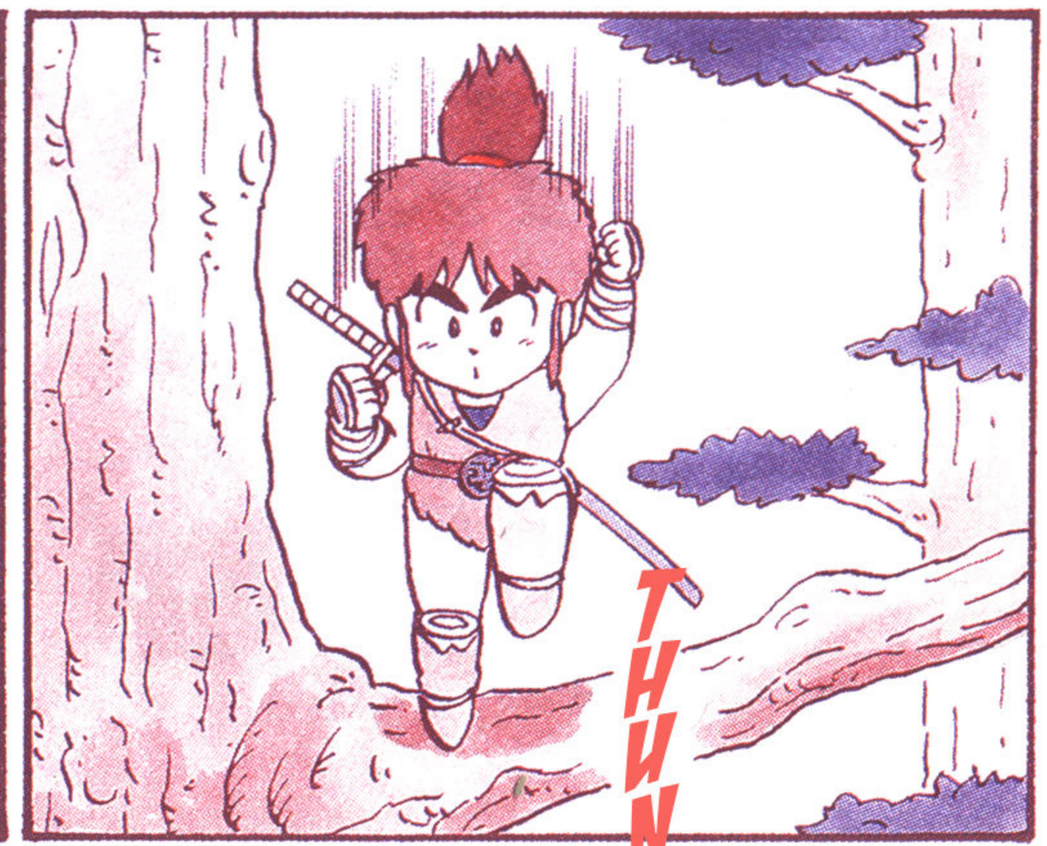
A Ninja Dog who formerly helped Master Rahoi battle the Skull Shogun.

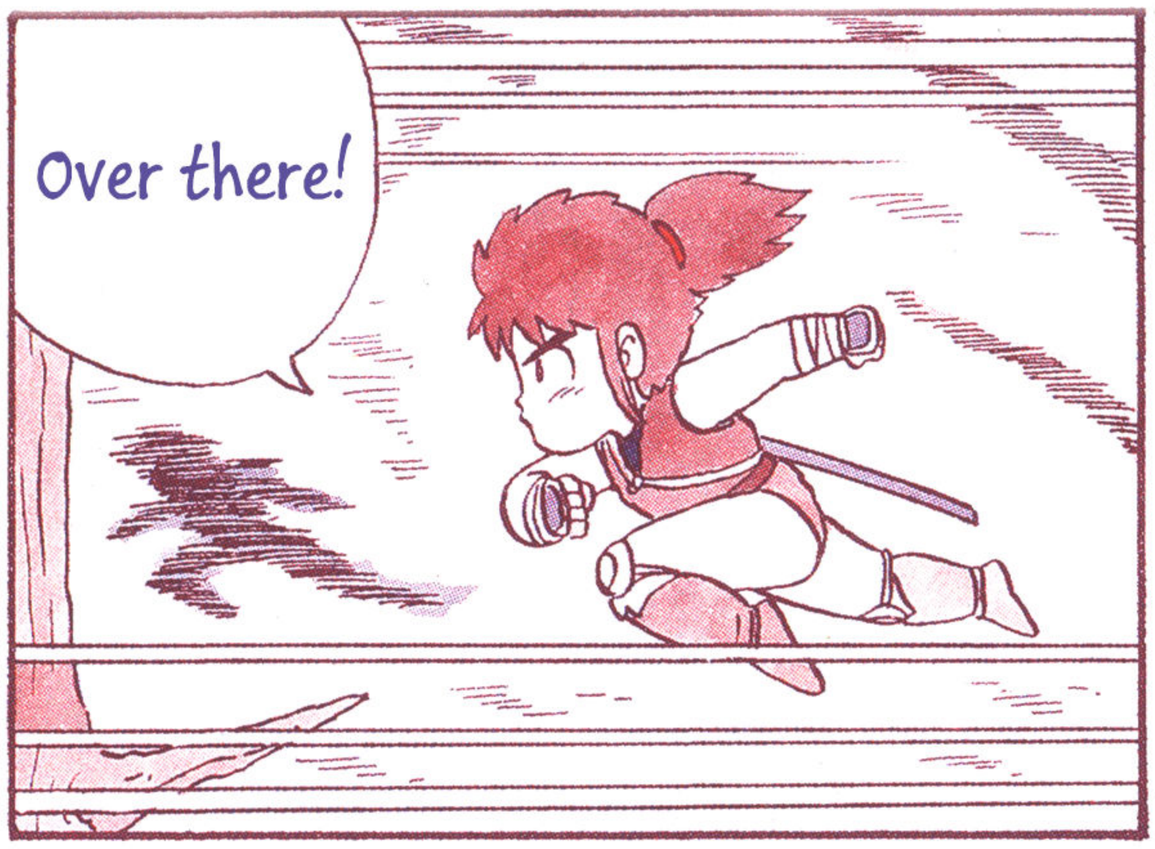
EXTREME KICKASS NINJUTSU ADVENTURE!!

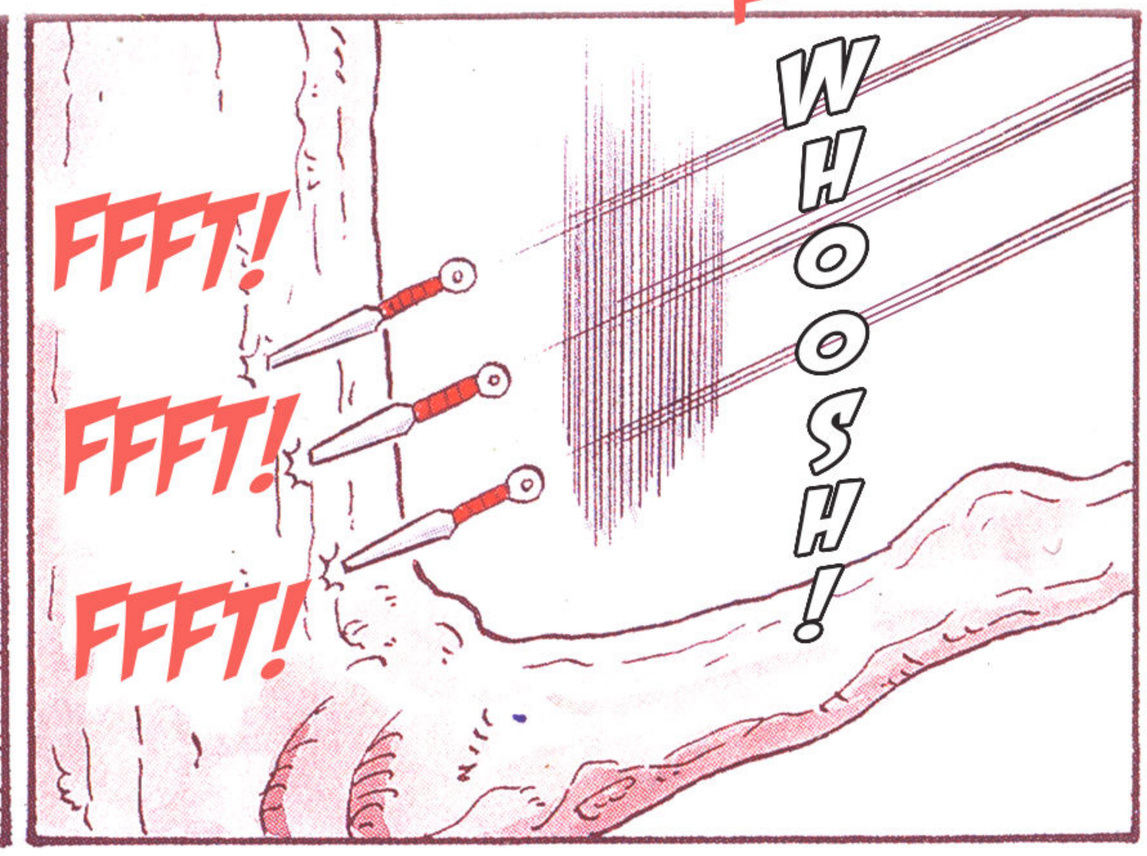
NINJA RAHOI

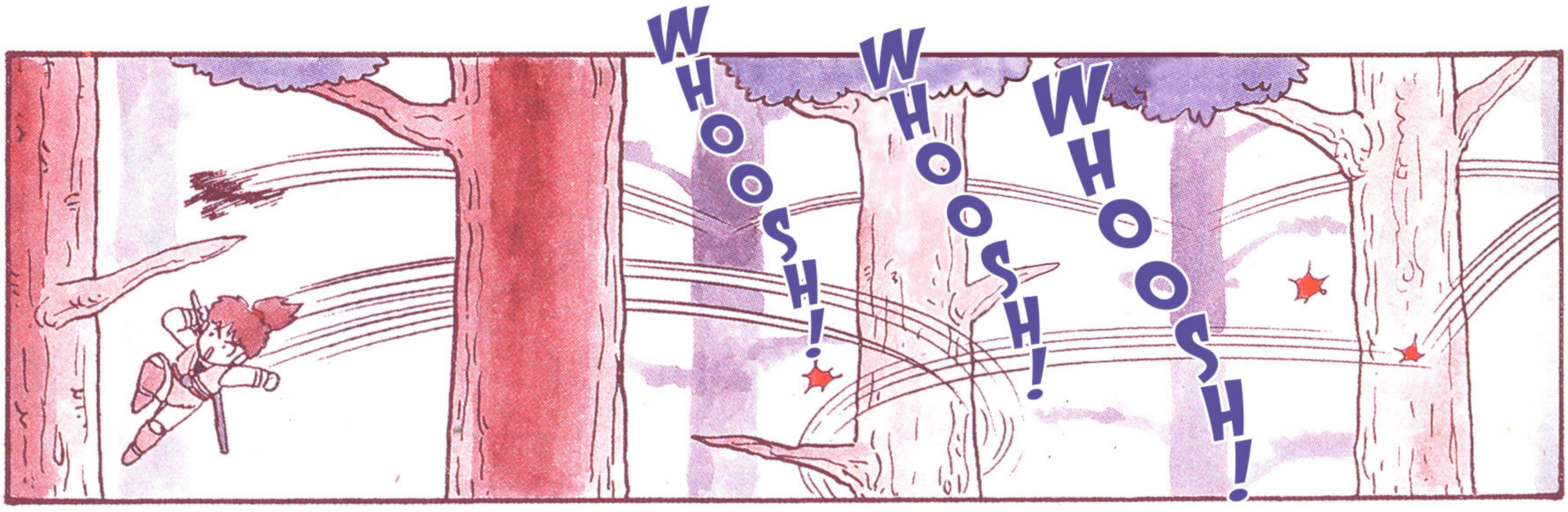
Prologue



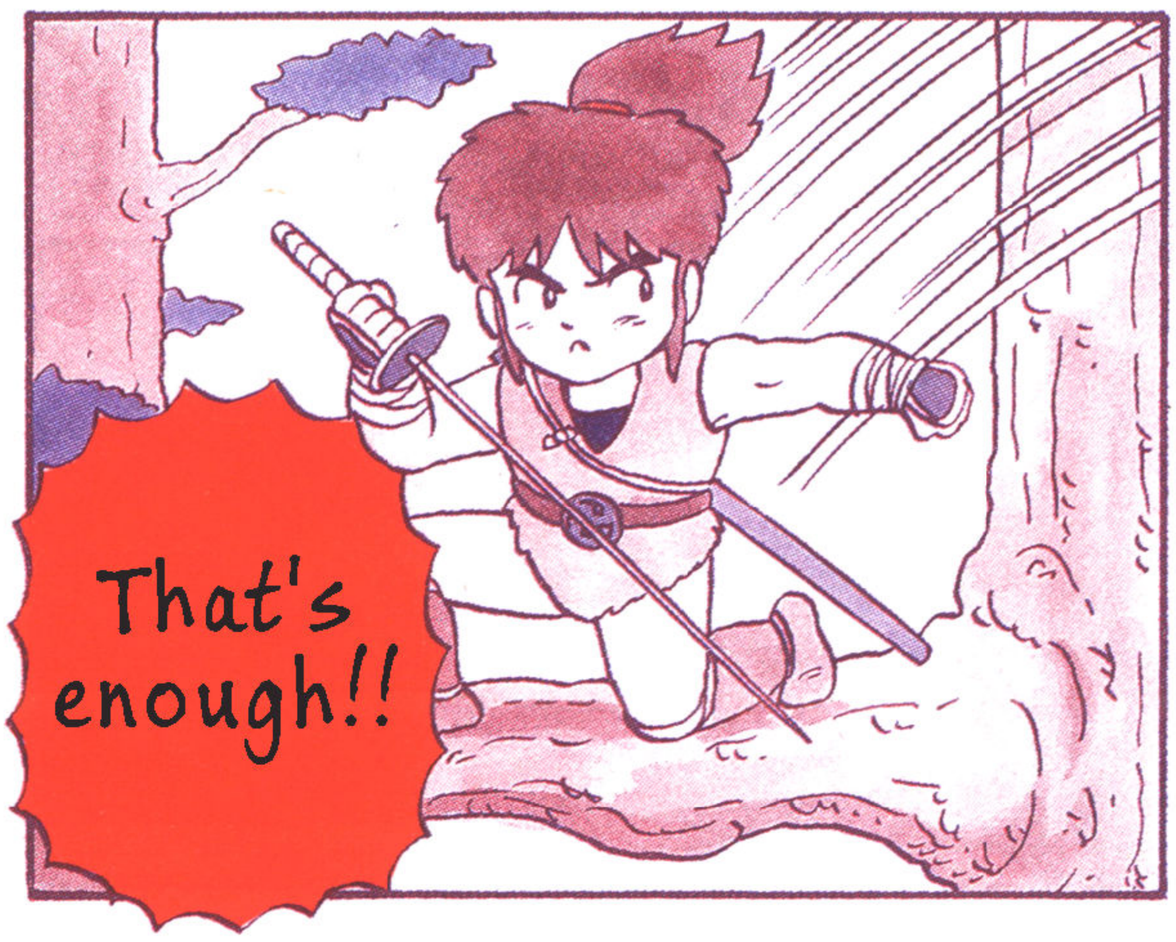


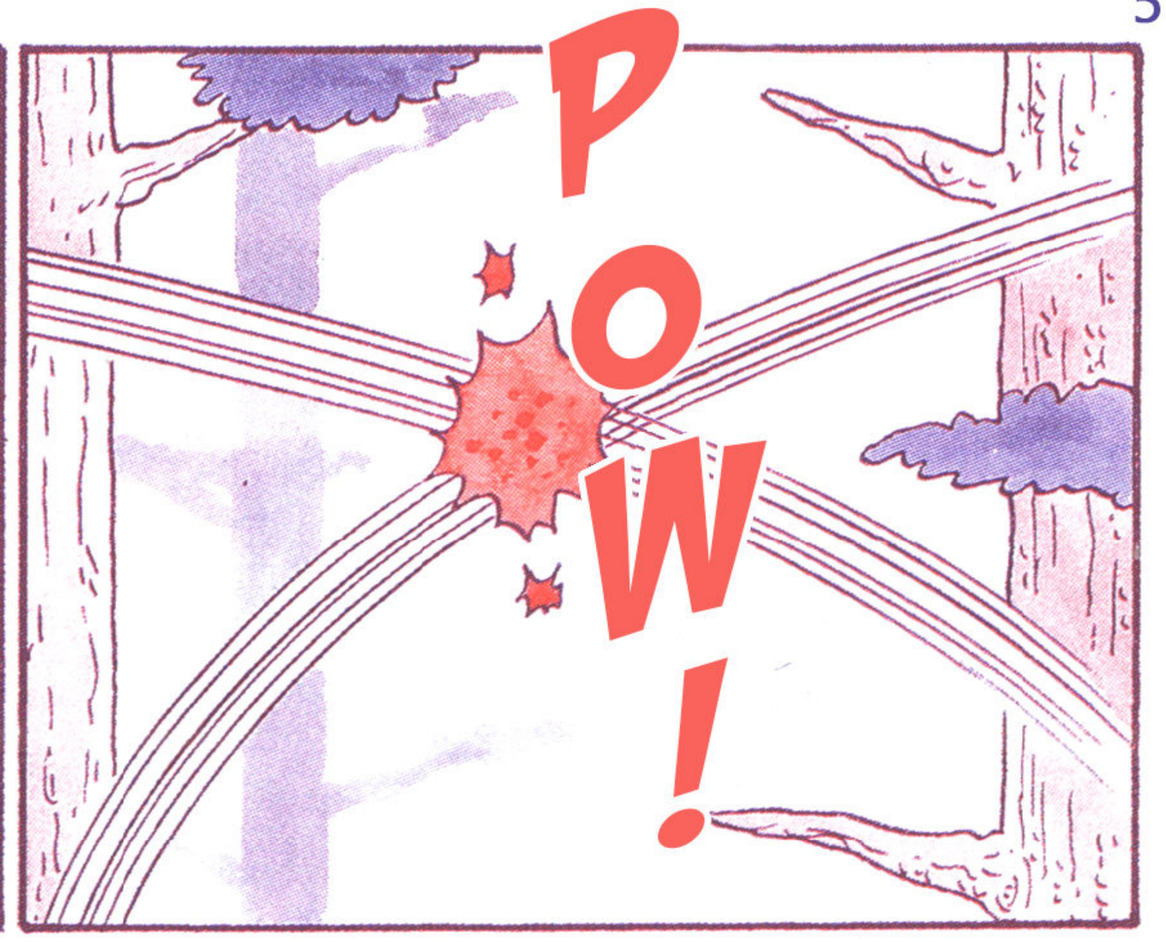


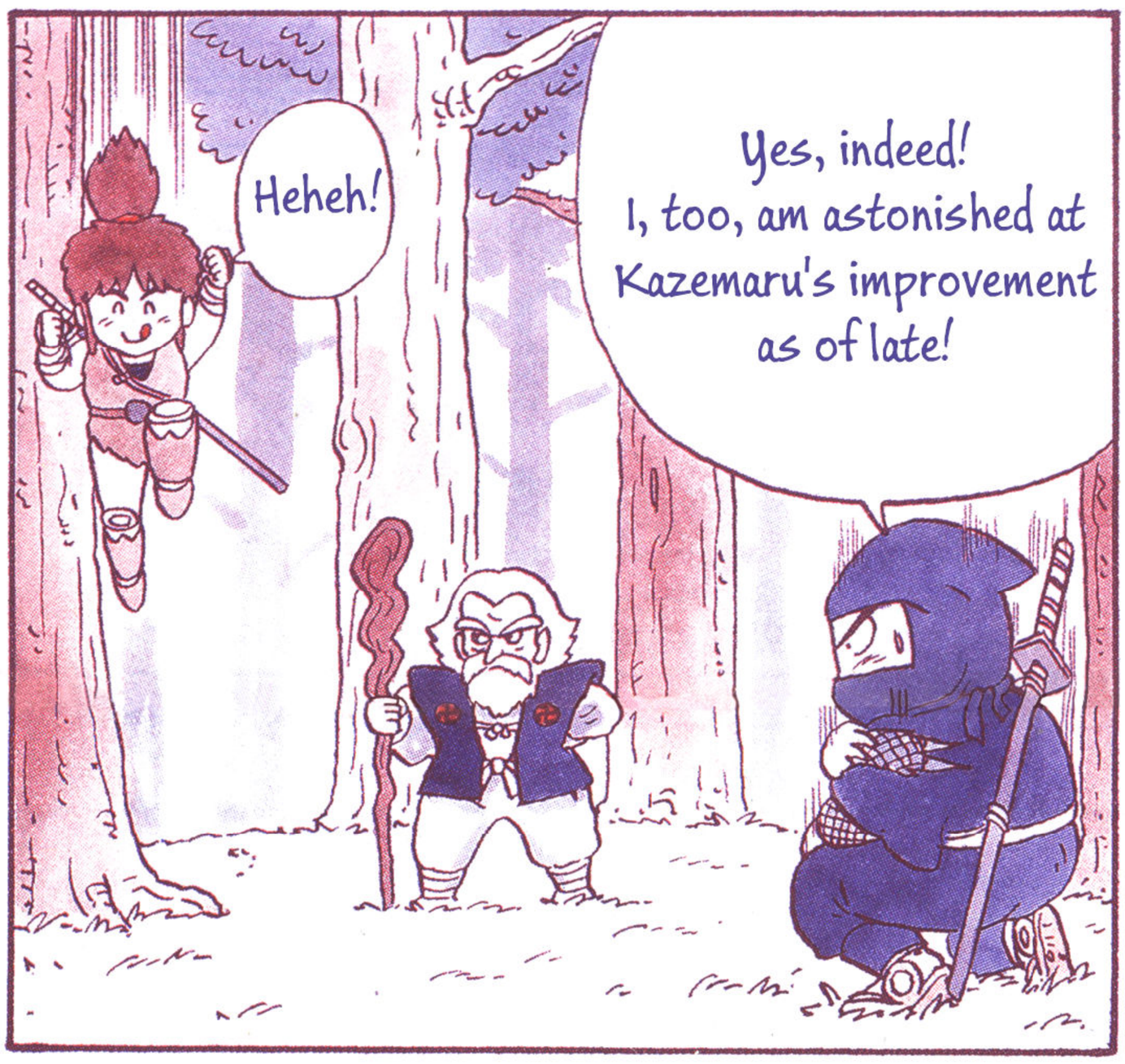


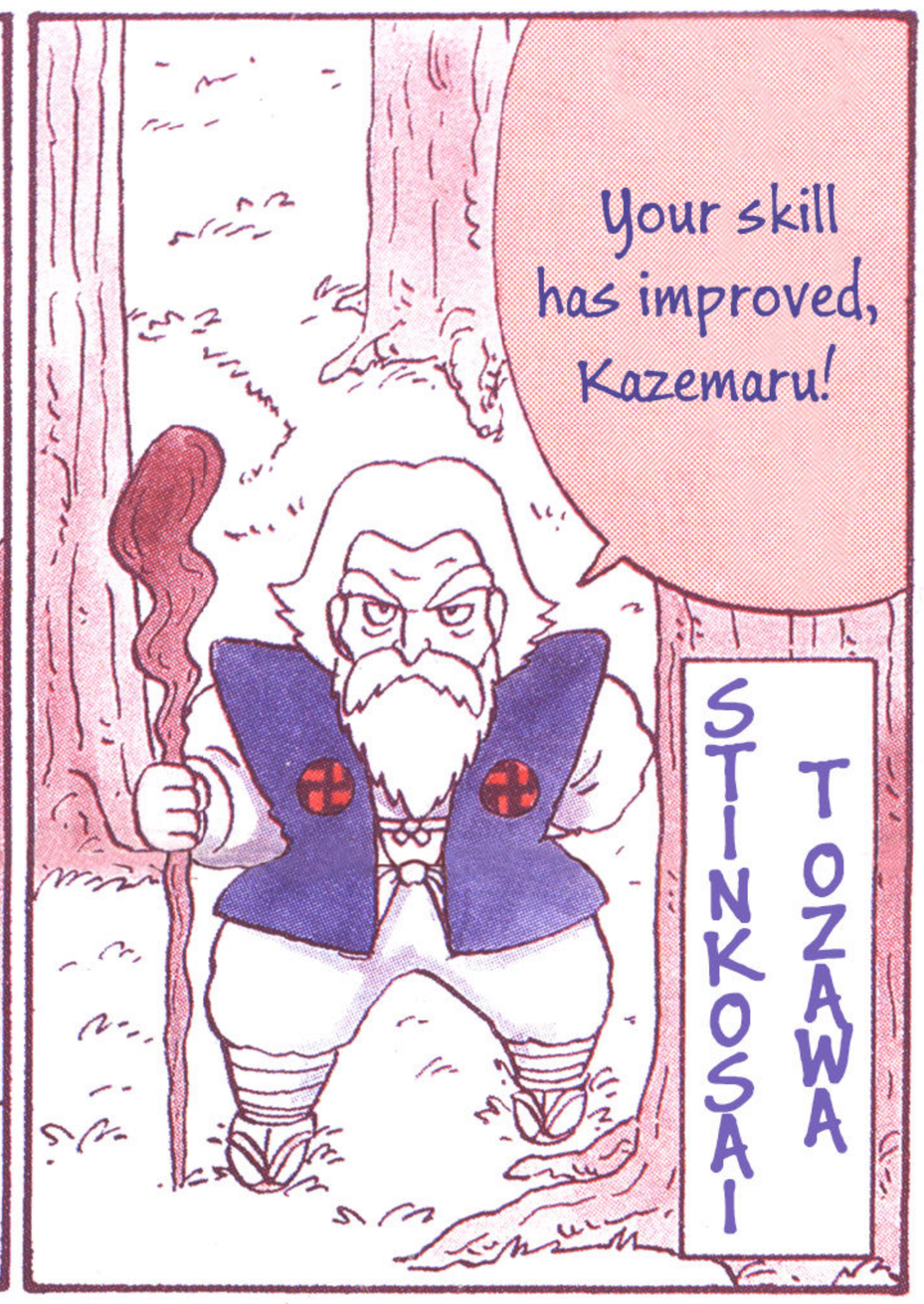


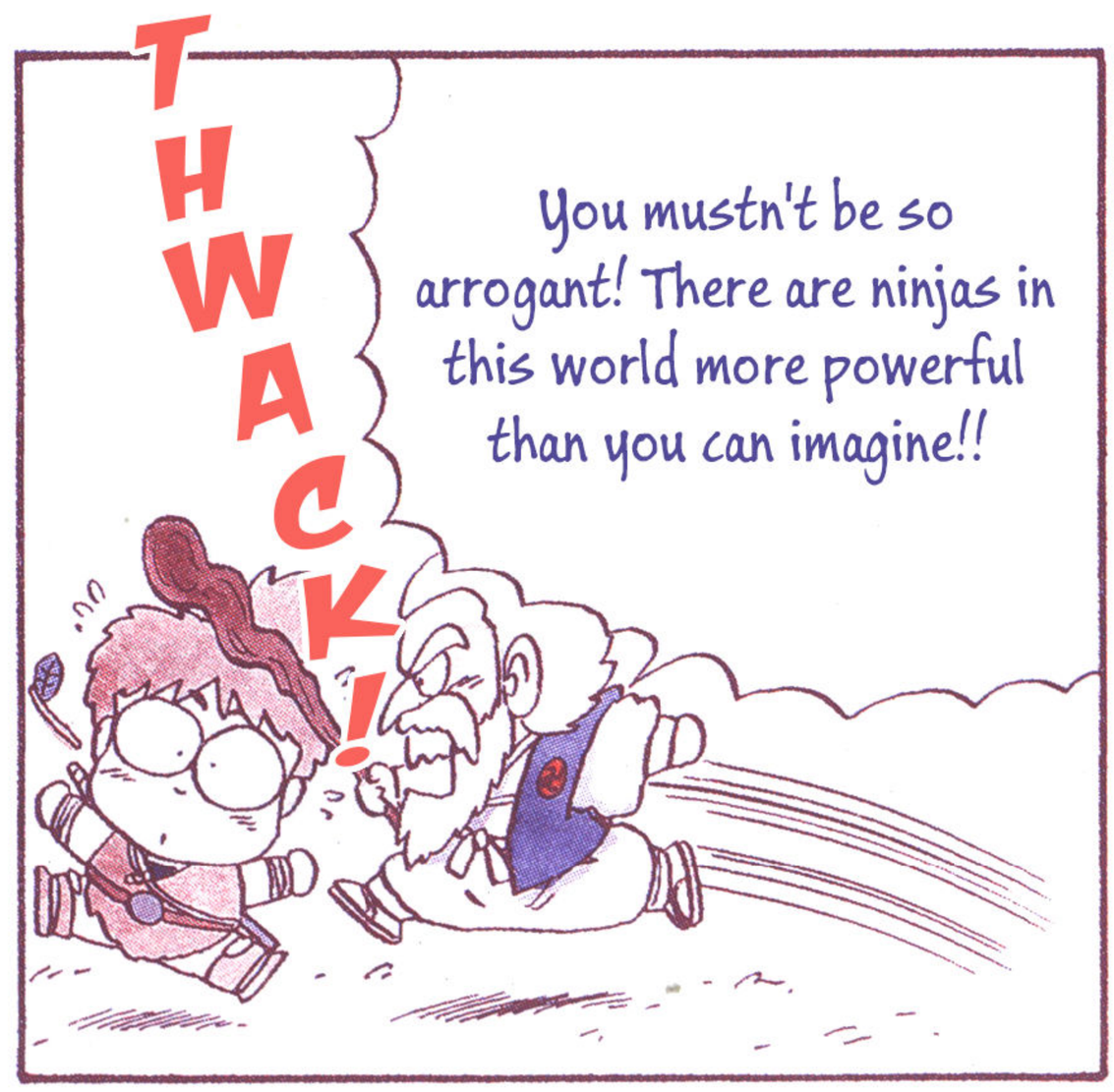
SPECIAL THANKS (Honorifics omitted)	Fuku Konna	Toshinori Watanabe	Shin Ujiie	Hideki Oyamada	Shinya Sasaki
	Hideo Uchida	Tadao Satou	Yoshiyuki Tatsukuchi	Toshiyuki Takahashi	Takumi Satou
	Tsutomu Tanabe	Akihiro Murayama	Shouri Koyachi	Kanari Nakamura	Hideya Abe



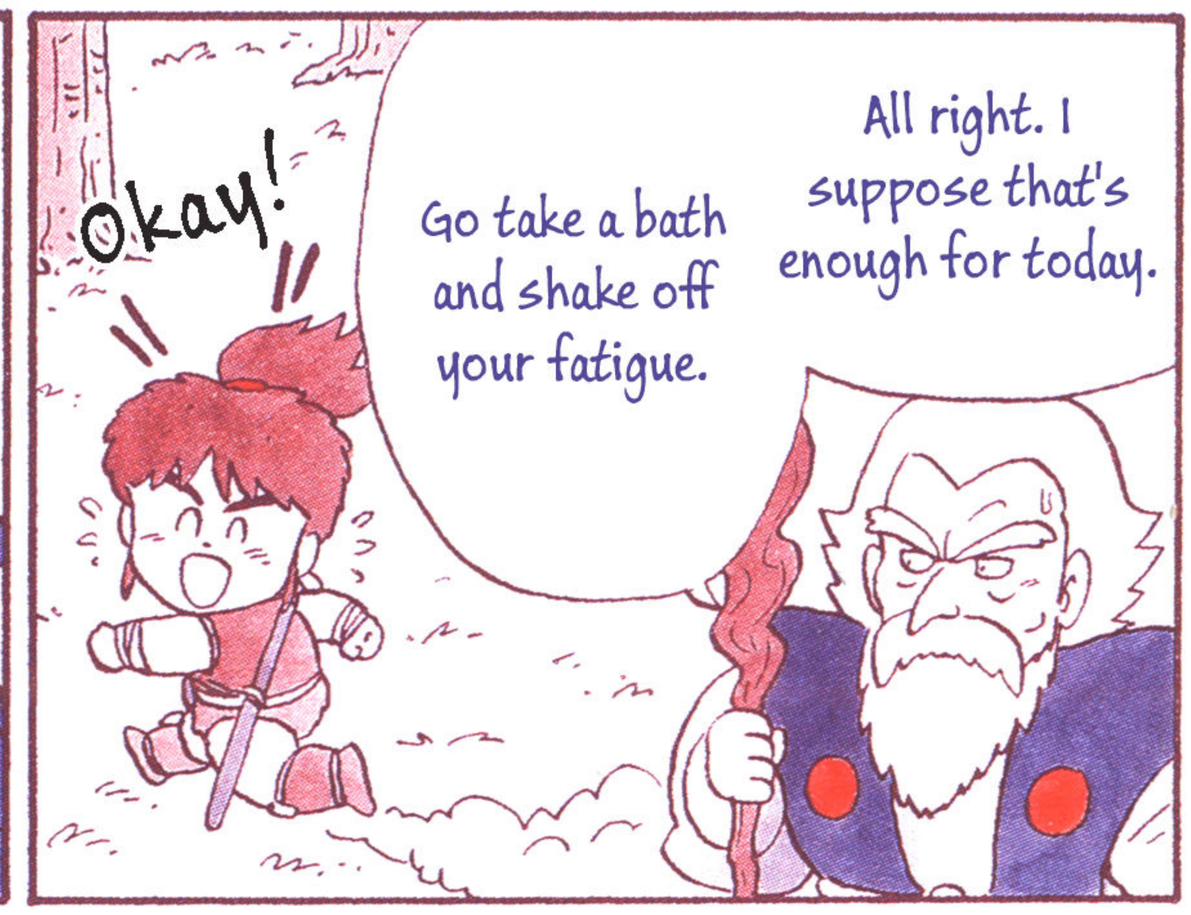


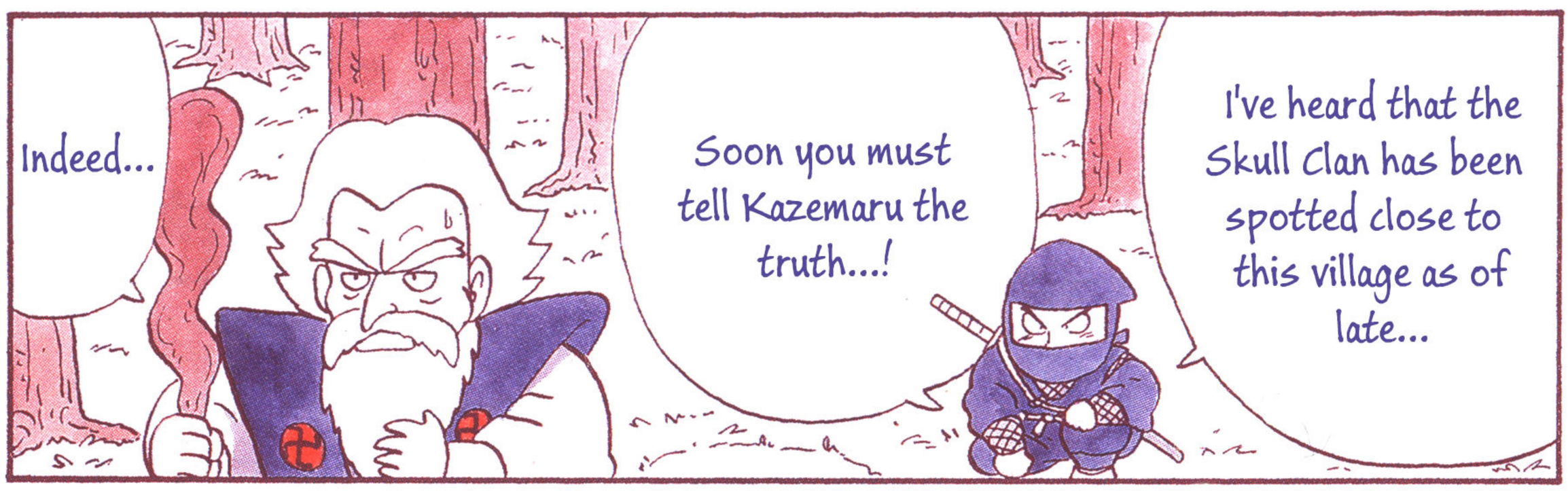


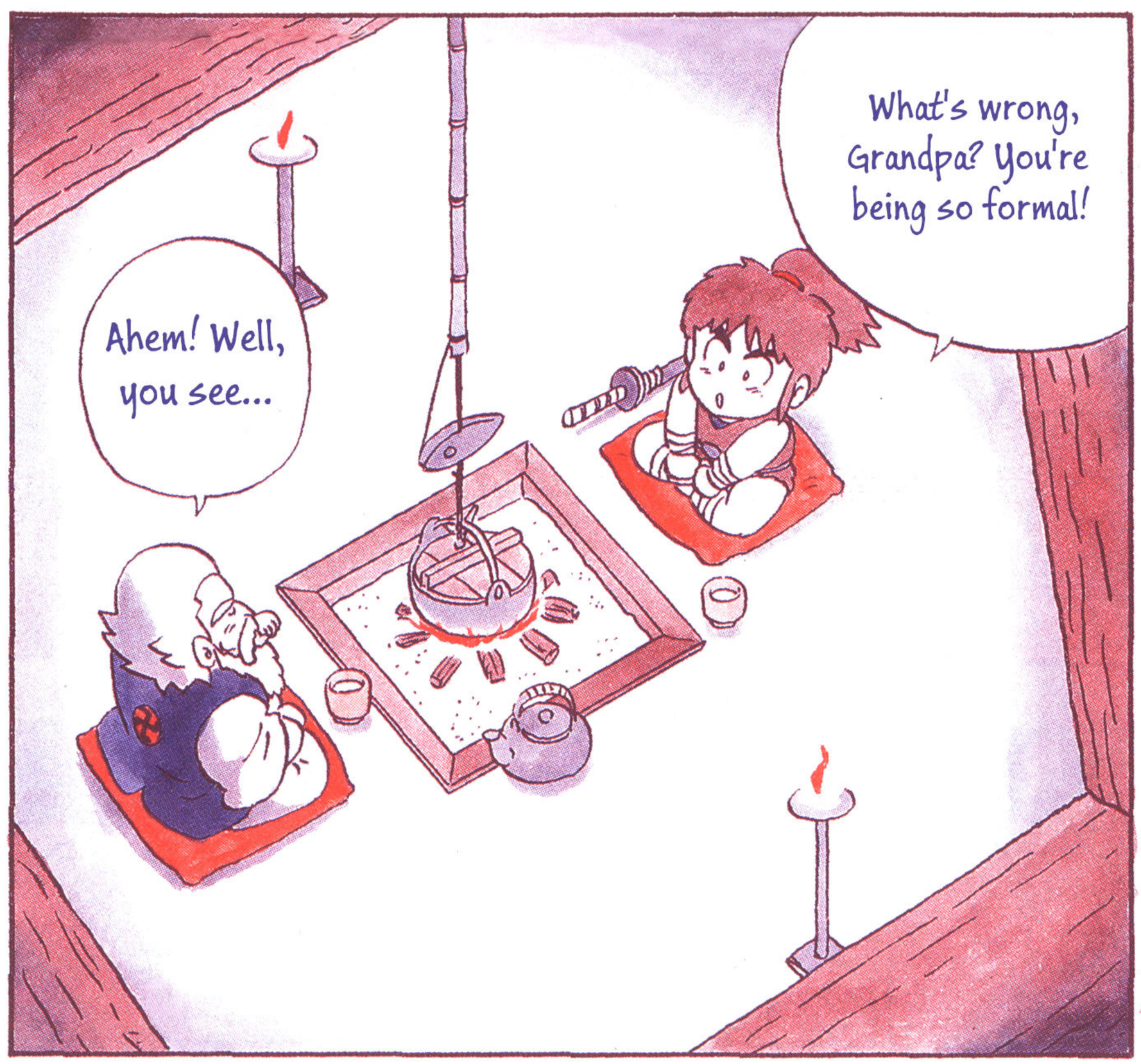


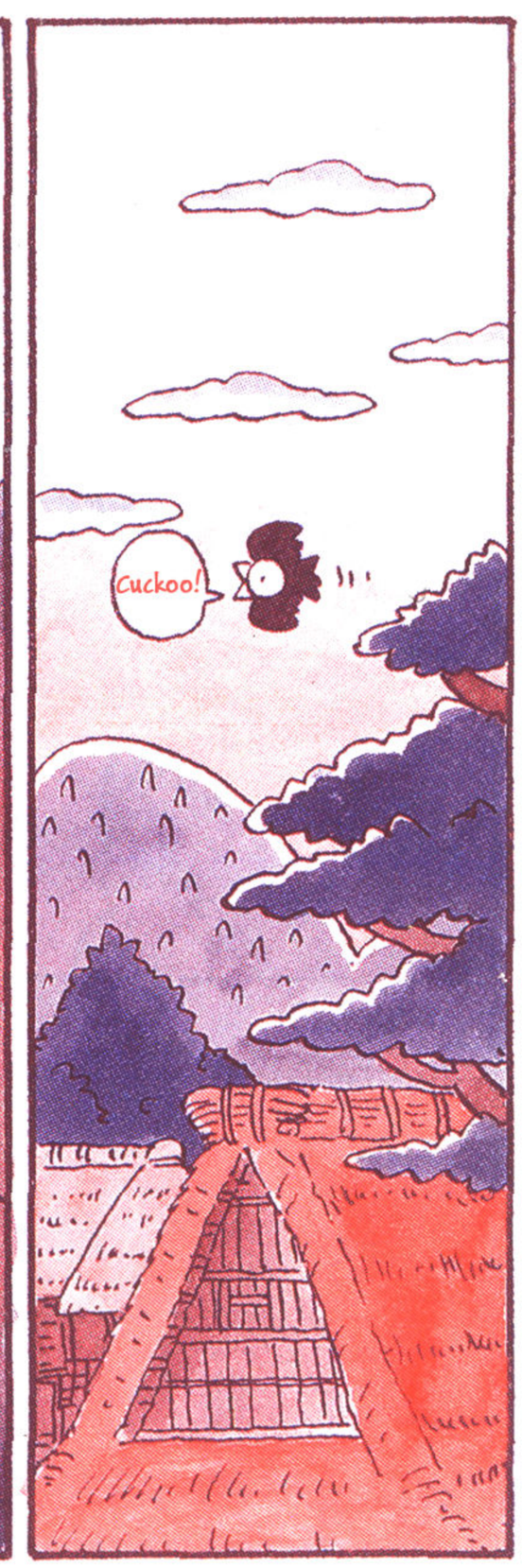


Akira Nittou	Ryuuta Imai	Yasuyuki Imai	Akihiro Suzuki	Masaru Kondou	Fumio Osanai	Keita Nakatori
Masahiro Deguchi	Shinri Sugimoto	Kazuyuki Shimada	Yoshihito Kanazawa	Tomoaki Matsumoto	Saori Yukida	Kentarou Shima
Yasuhiro Kurauchi	Shinobu Kimura	Hiroki Yano	Kichirou Satou	Tomoaki Itou	Takashi Maeda	Tatsuya Inenaga

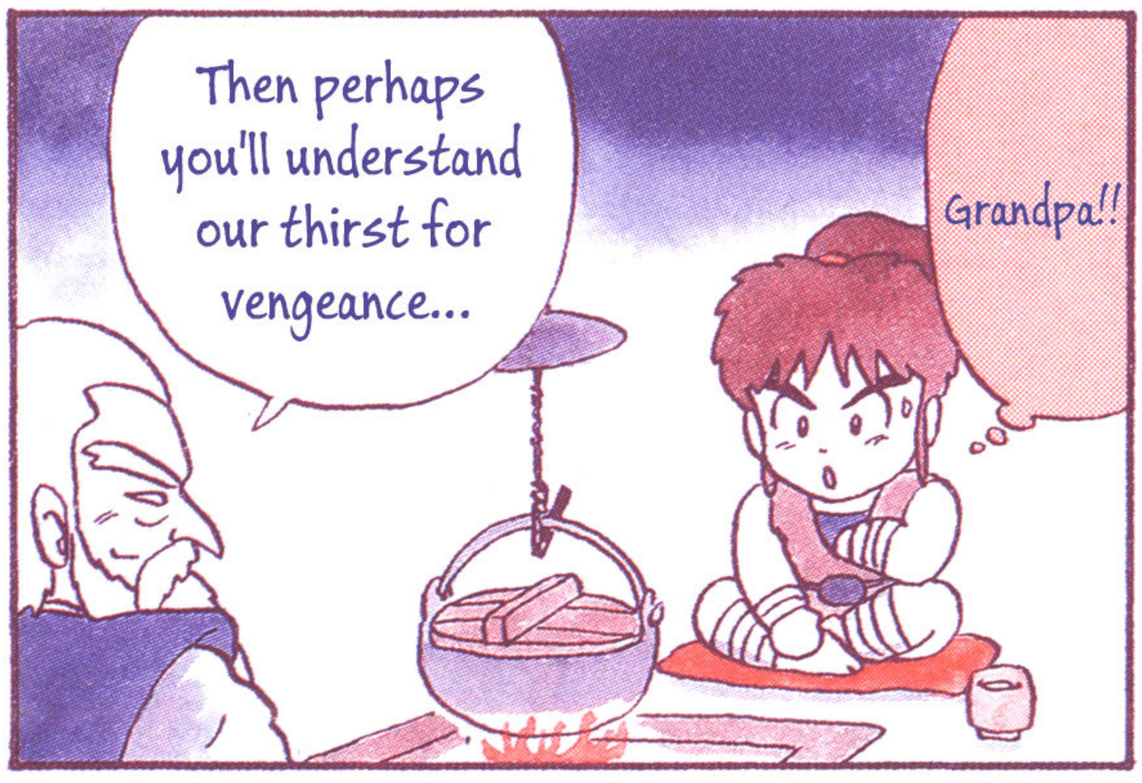


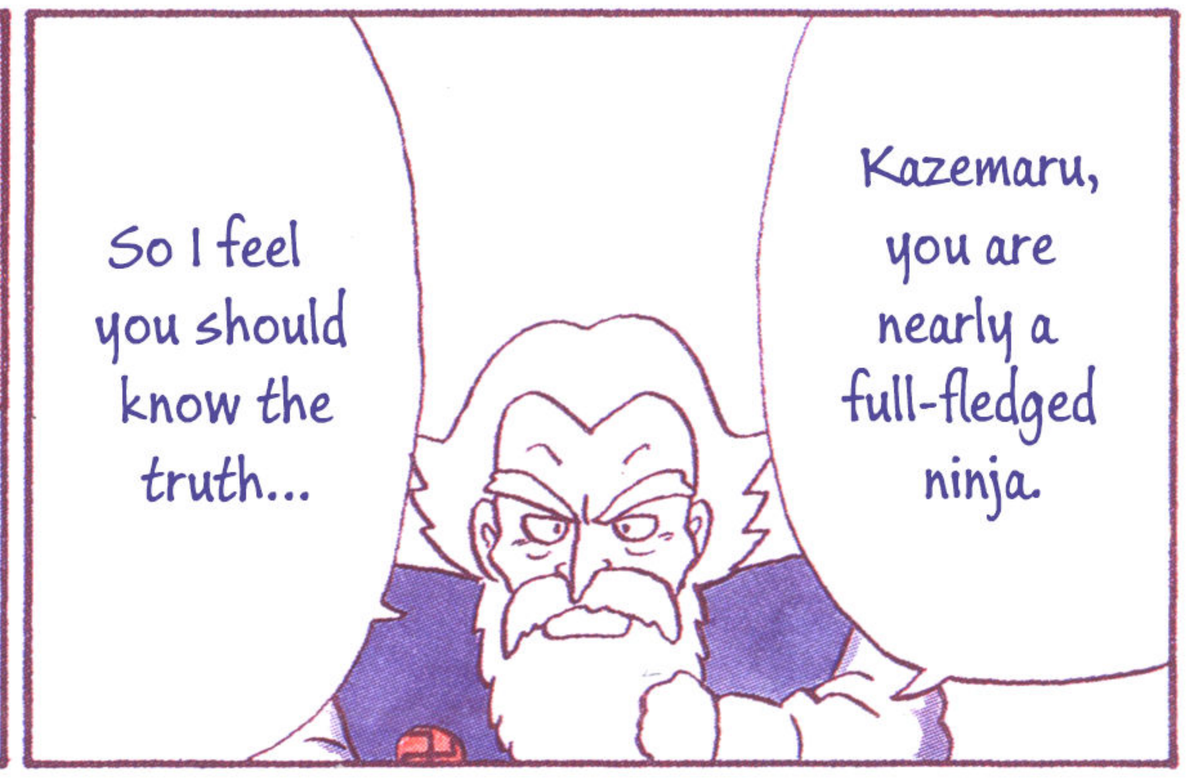


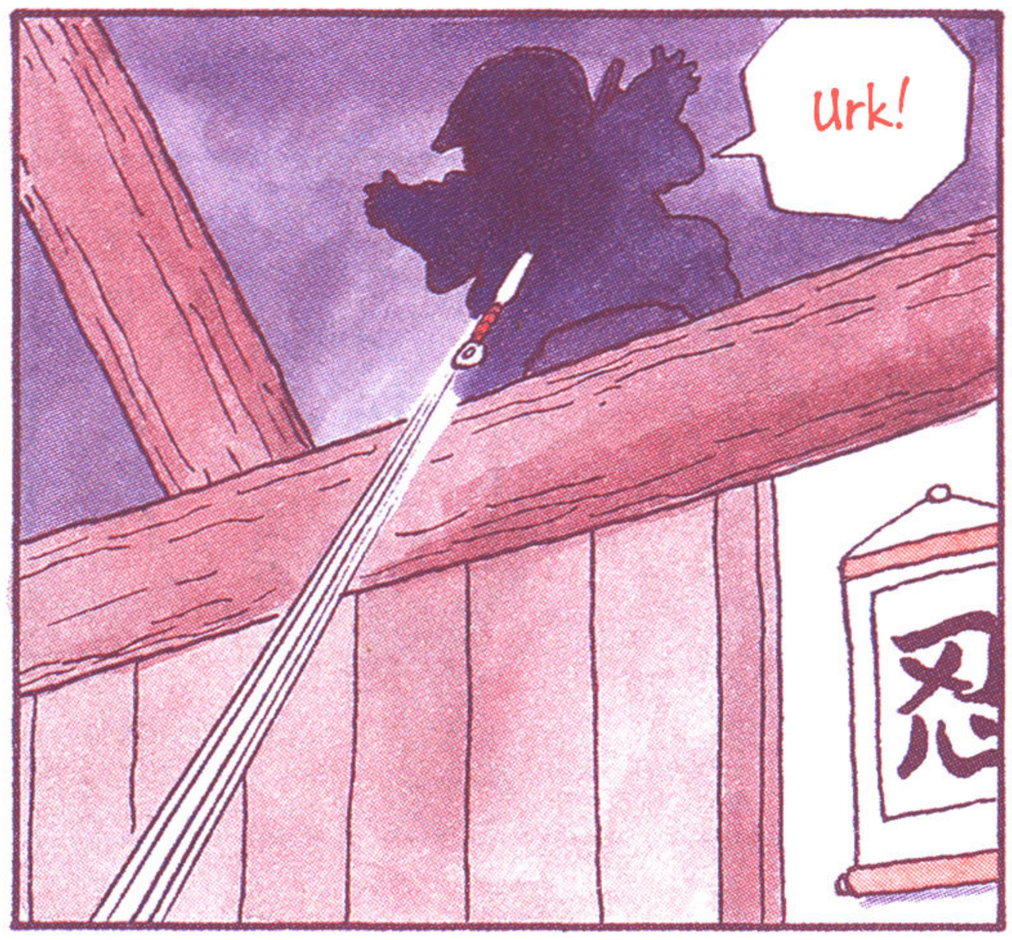


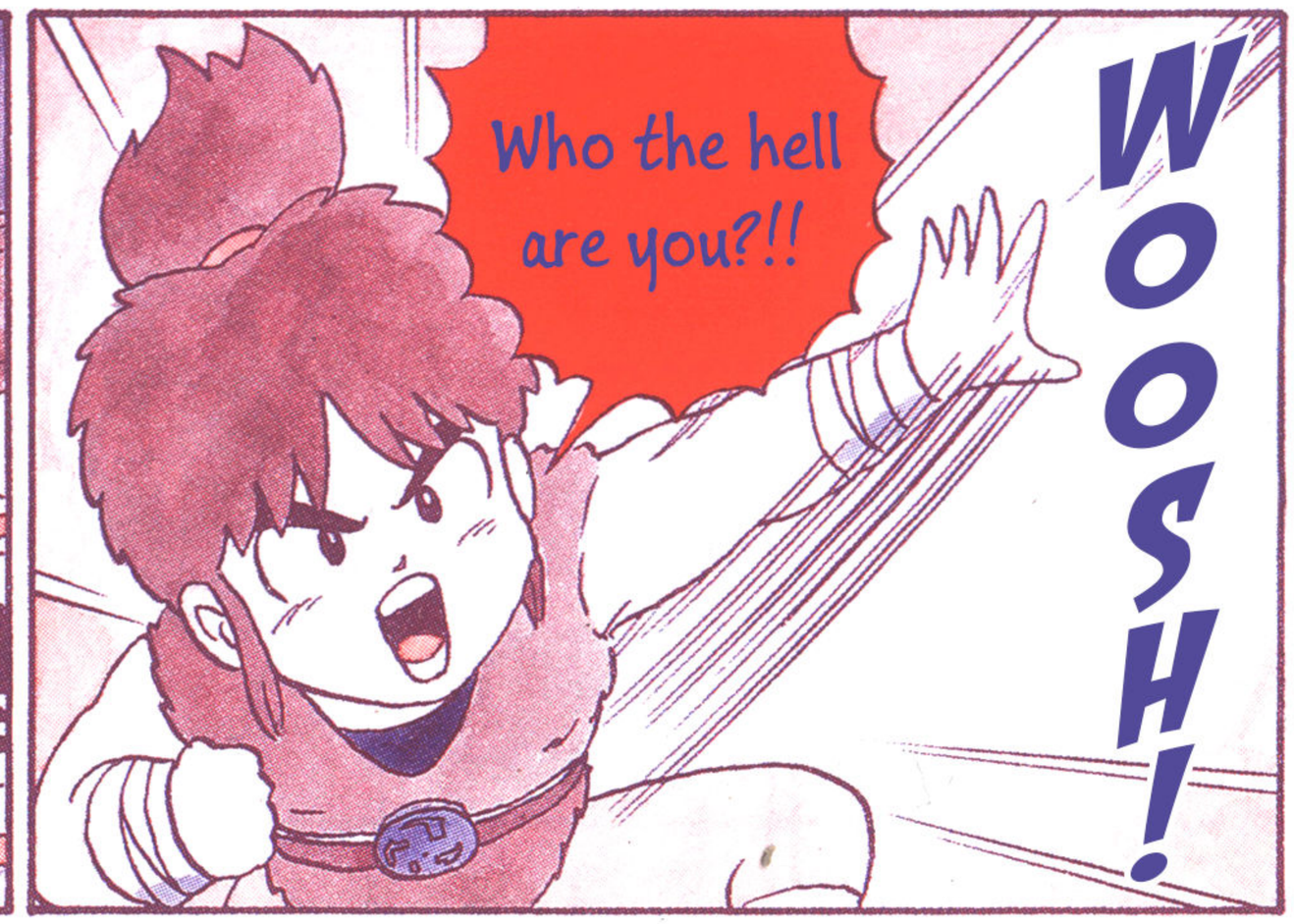


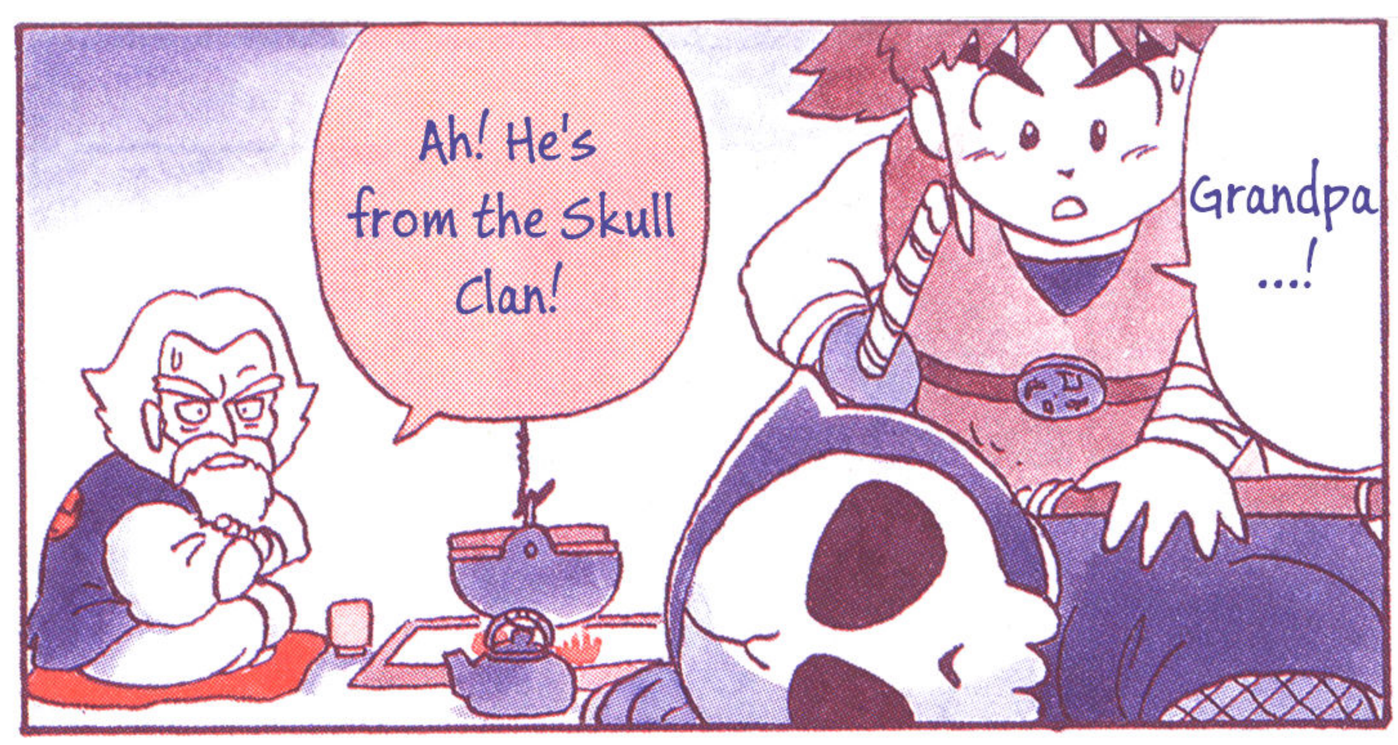
Atsushi Yamada	Takahisa Koga	Taiichi Nakayama	Yuuko Kuroda	Masaki Miyashiro	Katsuyuki Miyashita	Kenichi Shimazaki
Takehiro Nagamuro	Takeshi Mori	Shinobu Hayashida	Takashi Nakamura	Takeshi Tanaka	Yoshiyasu Ueno	Satoru Haga
Masaharu Sugino	Toshiaki Hamazaki	Yoshio Kawakami	Katsunori Mori	Masayuki Ishibashi	Takashi Ishishima	Jun Satou

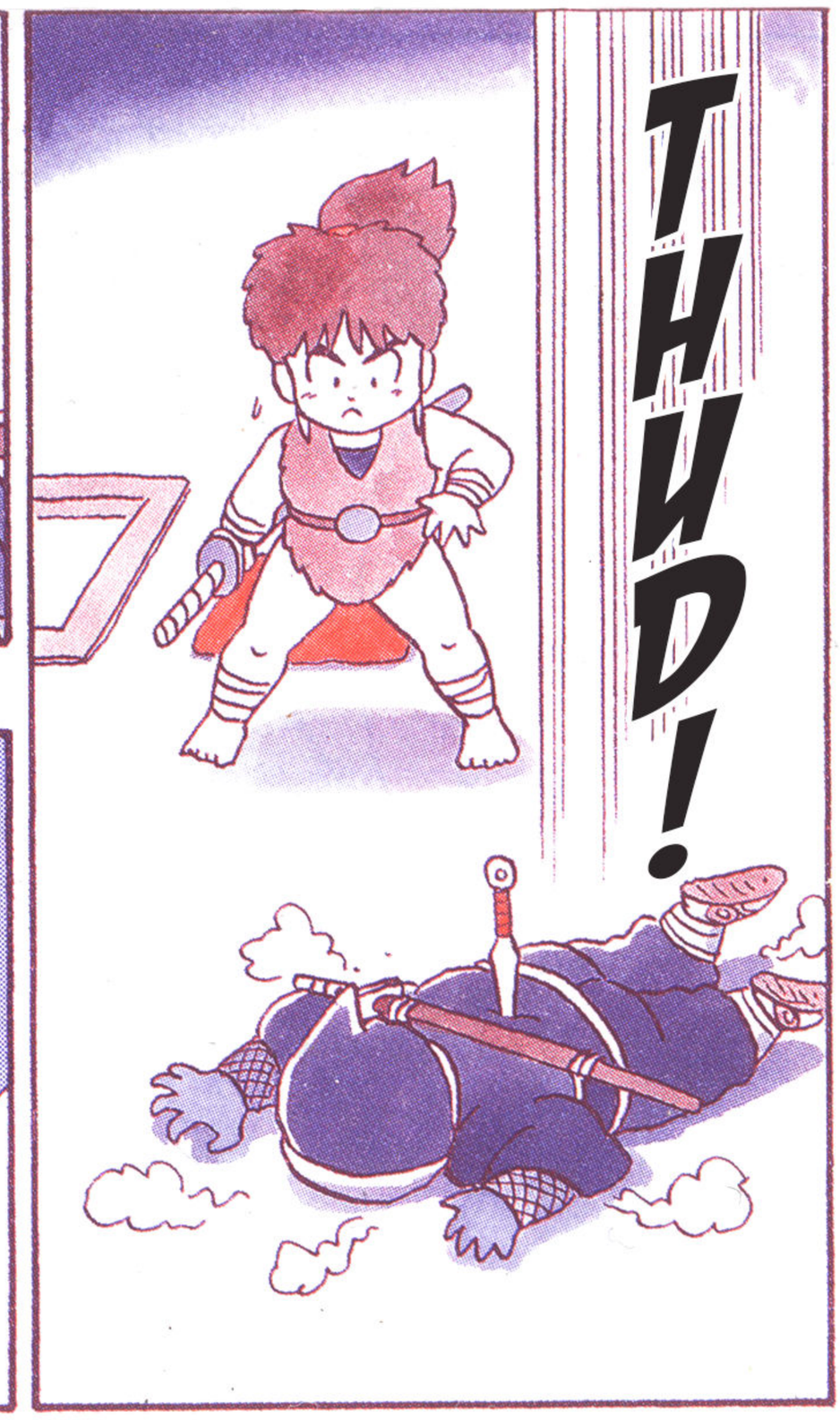


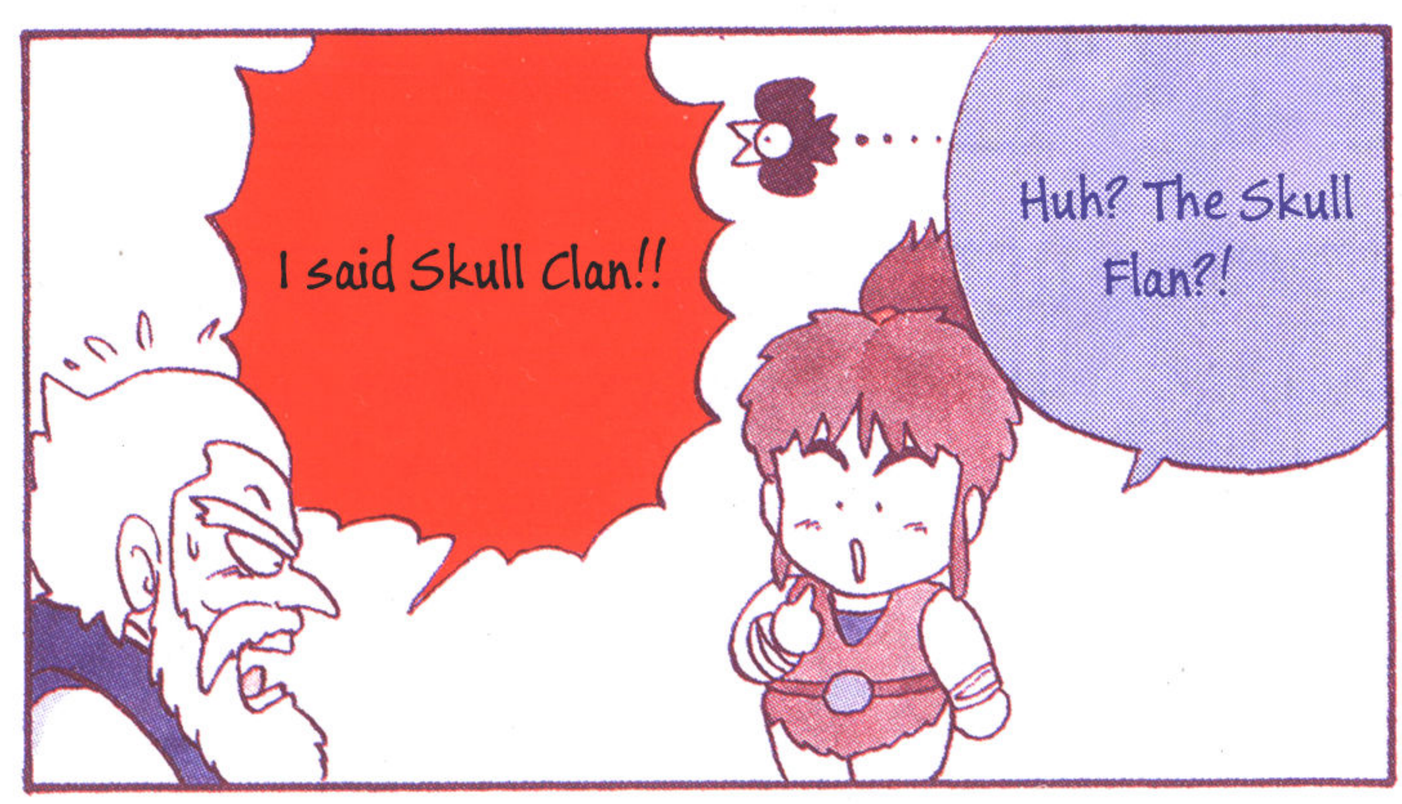




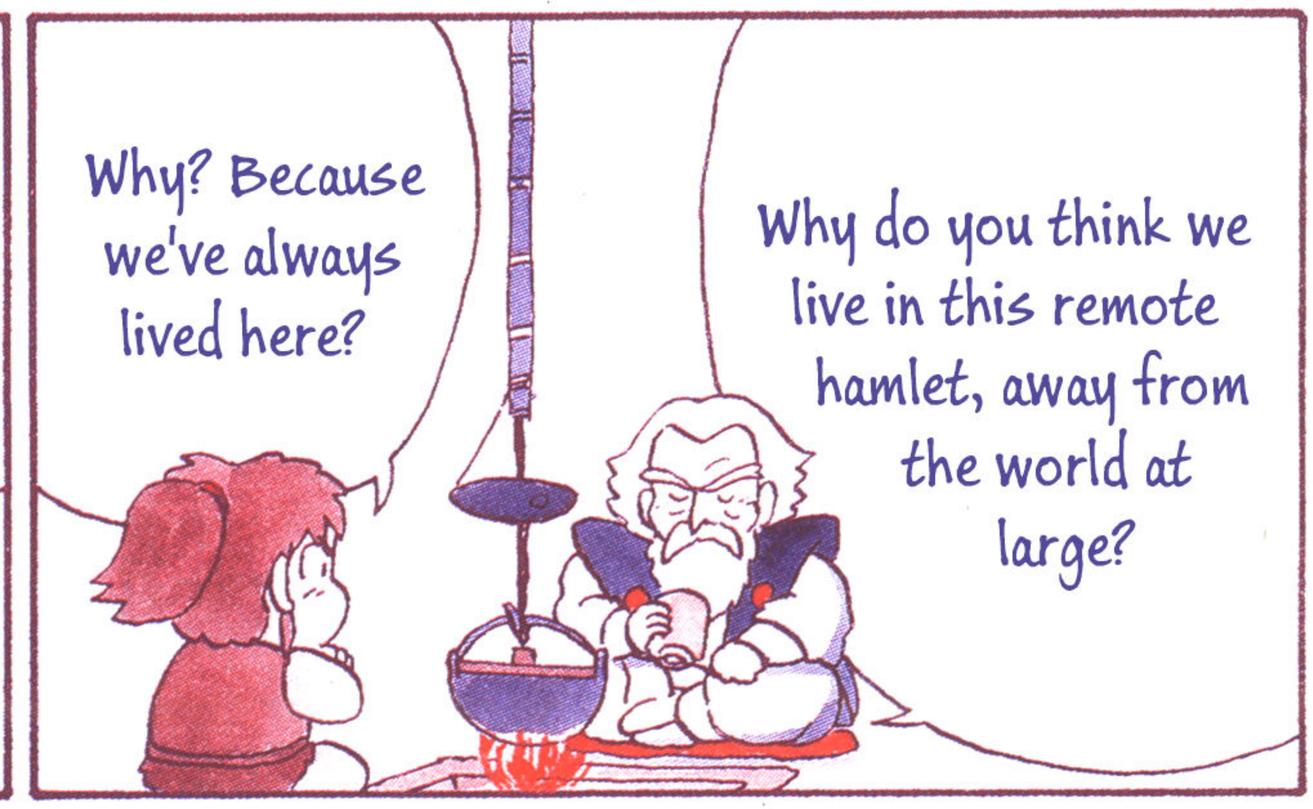


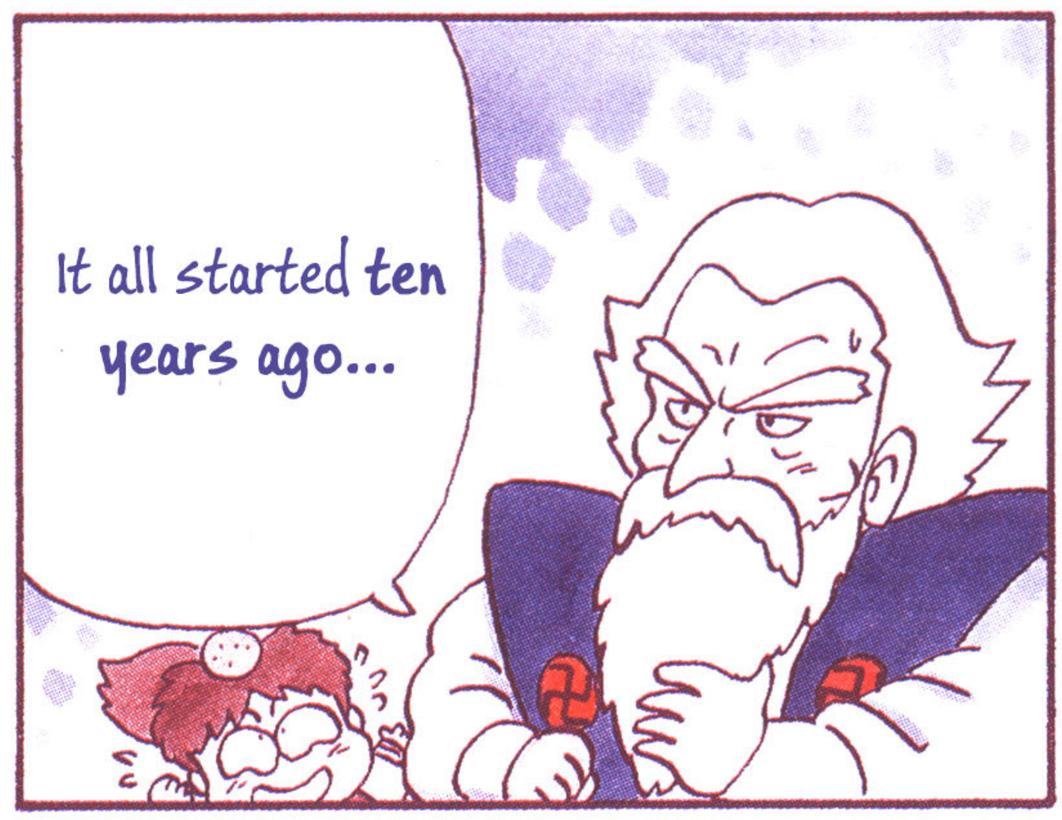


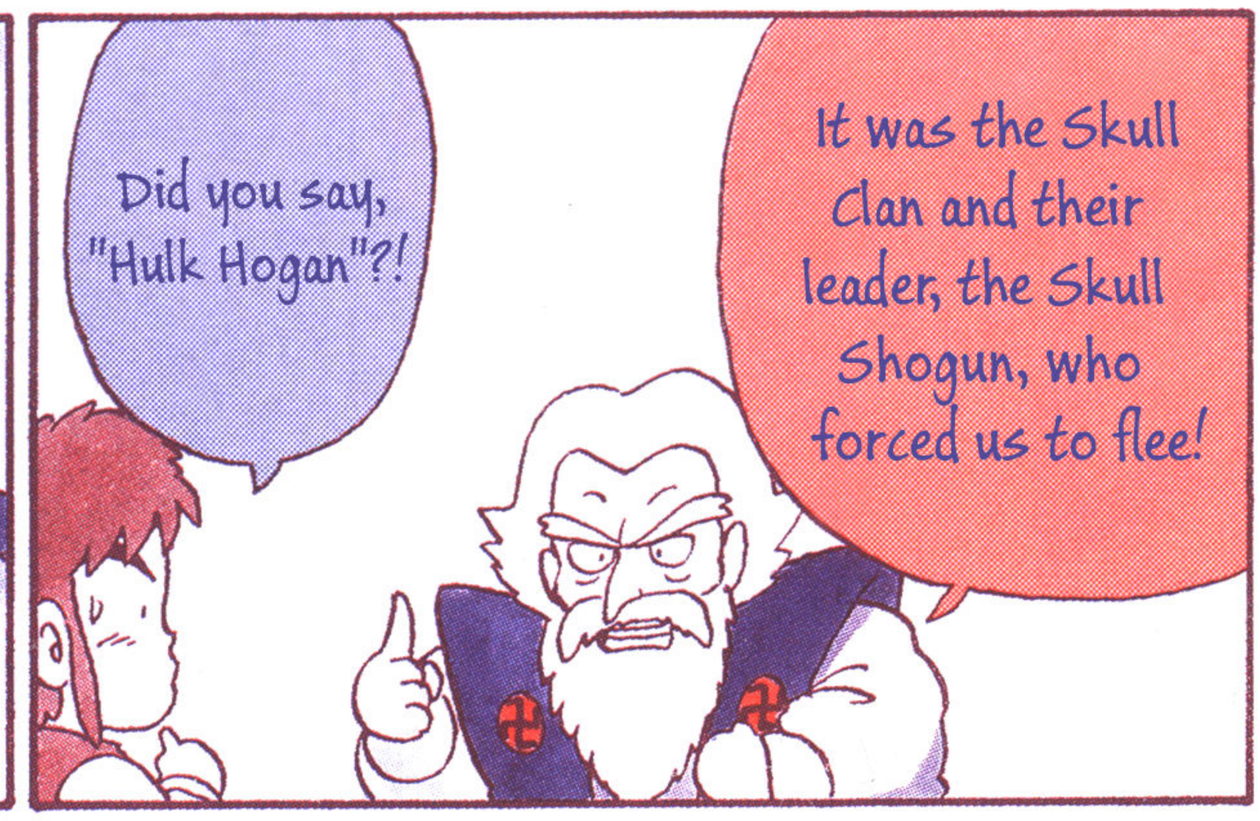


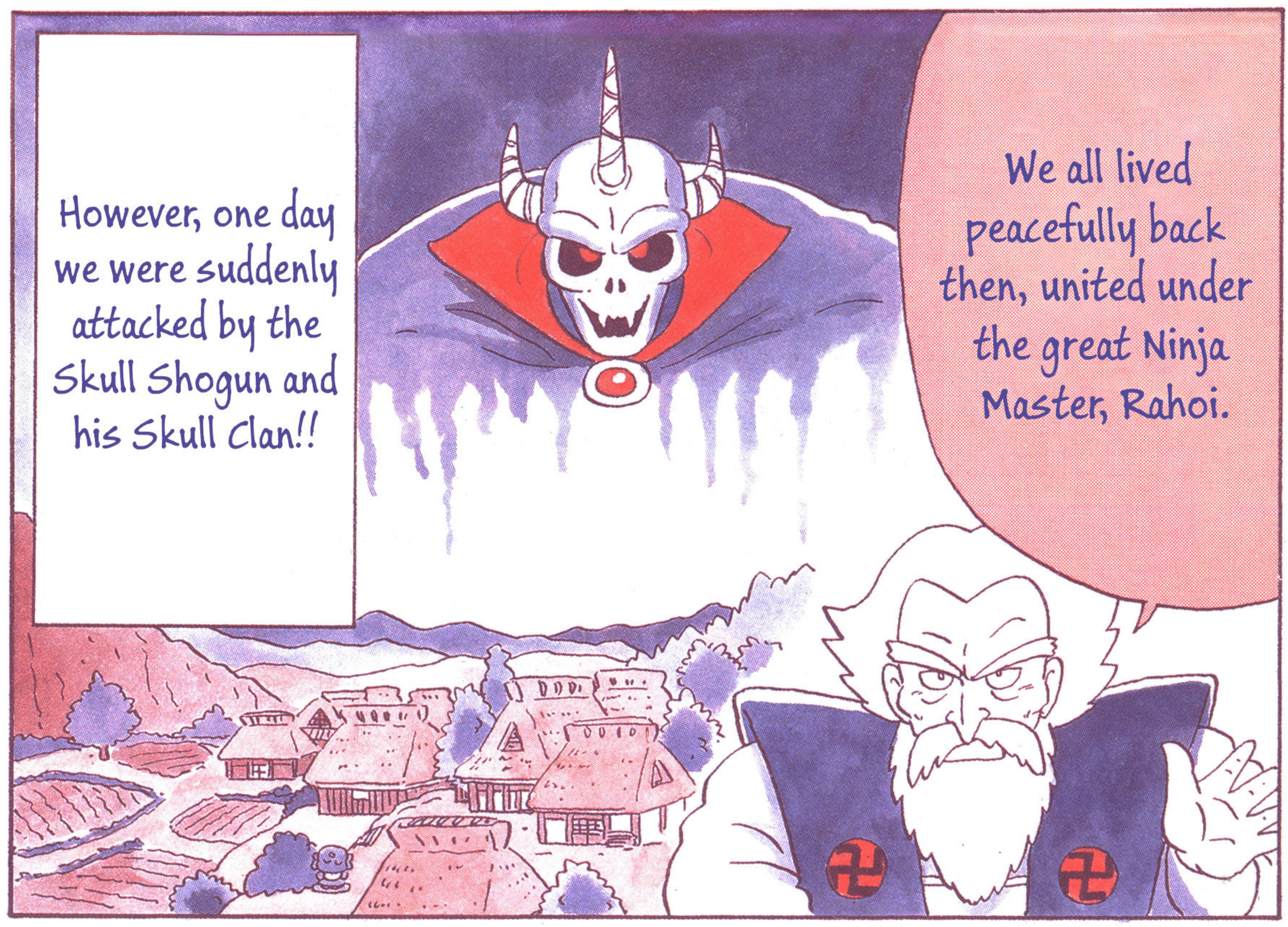


Takeshi Oshida	Yoshitaka Tochimoto	Shinobu Ootsuka	Tooru Maki	Kazuhiko Numaguchi	Masafumi Nagayoshi	Hiroshi Nozaki
Motoyuki Horizaki	Tadanaga Koide	Noriyuki Matsuzaki	Mitsunou Miyano	Takurou Kusuda	Masahiro Nozaki	Mitsuhiro Hanashiro
Masato Maei	Junya Matsuoka	Masaru Iwao	Masaaki Toyotome	Makoto Kawaguchi	Makoto Nakano	Naoto Urasaki









Minoru Nakama	Kazumi Takakura	Kanami Kikuchi	Kento Miyake	Katsuhiro Takada	Hiroshi Ikenoue	Takahiro Hiraki
Asahide Hentona	Junji Matsuo	Nozomi Kawana	Yoshimichi Sasaki	Kouya Nakata	Shinya Yamada	Kazuyuki Nishikawa
Akitoshi Nanya	Takahiro Furuya	Akiko Anegawa	Kouji Maibara	Hajime Sugimoto	Norifumi Hayashi	Takahiro Okado

The battle between Master Rahoi and the Skull Shogun went on all day and into the night.

We had grown accustomed to peace, and thus were massacred by the Skull Clan...

And so, I lead the survivors deep into these mountains...

However, Master Rahoi's youthful vigor was no match for the Skull Shogun, who gradually gained the upper hand! In the end, he defeated Master Rahoi and turned him to stone!!

So, this Skull Shogun guy is strong, huh?

Yes!!

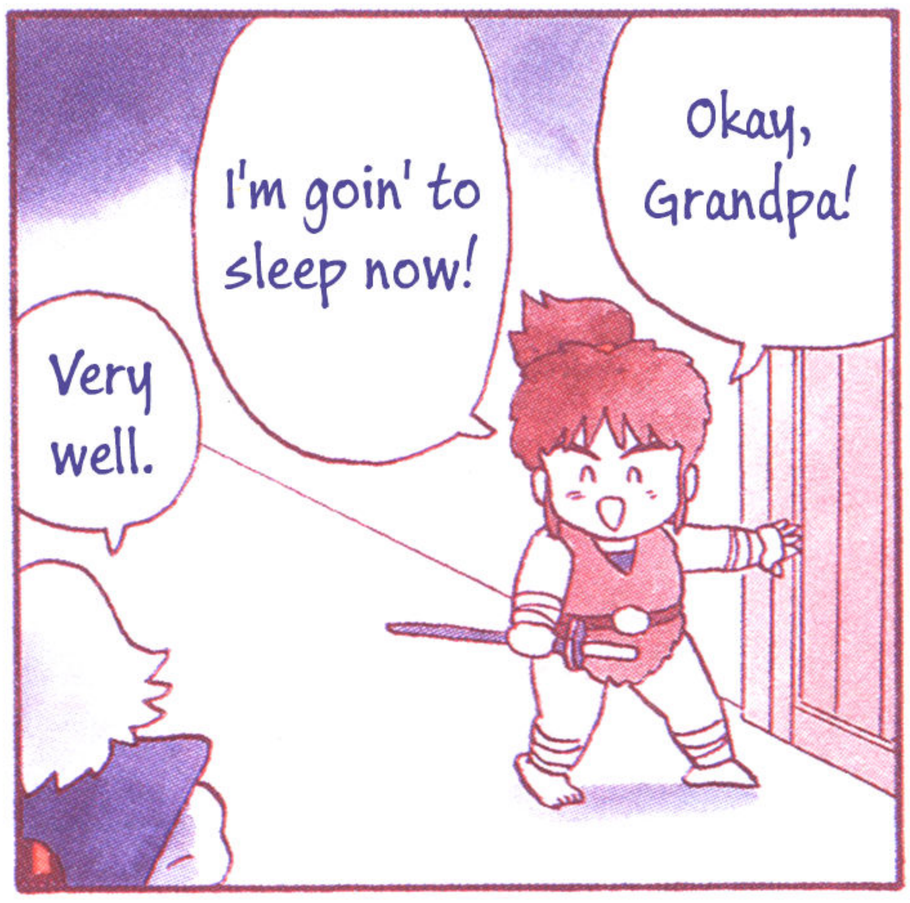
Is he stronger than you, Grandpa?

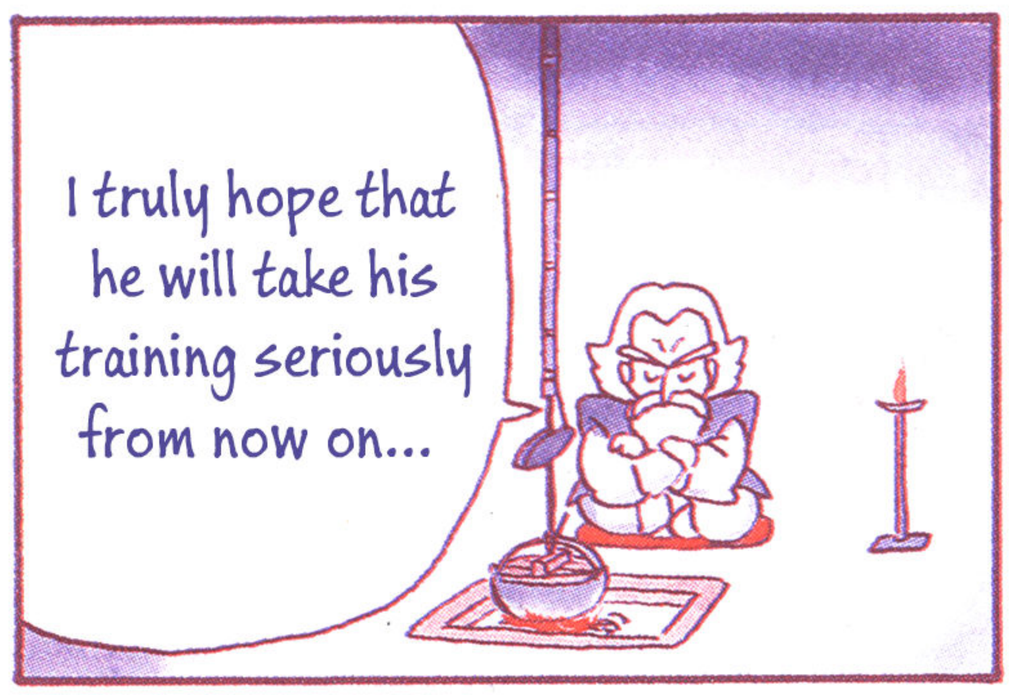
Yes! Much, much stronger than me!!

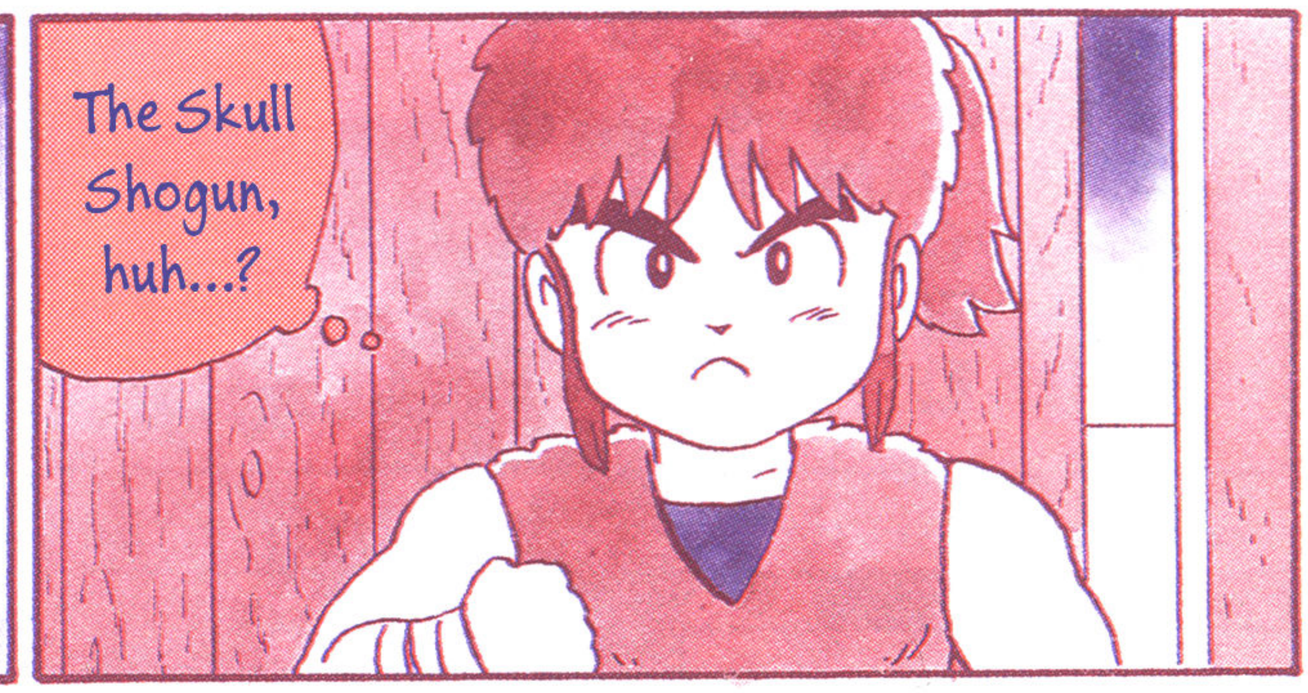
This was the mission that we undertook!

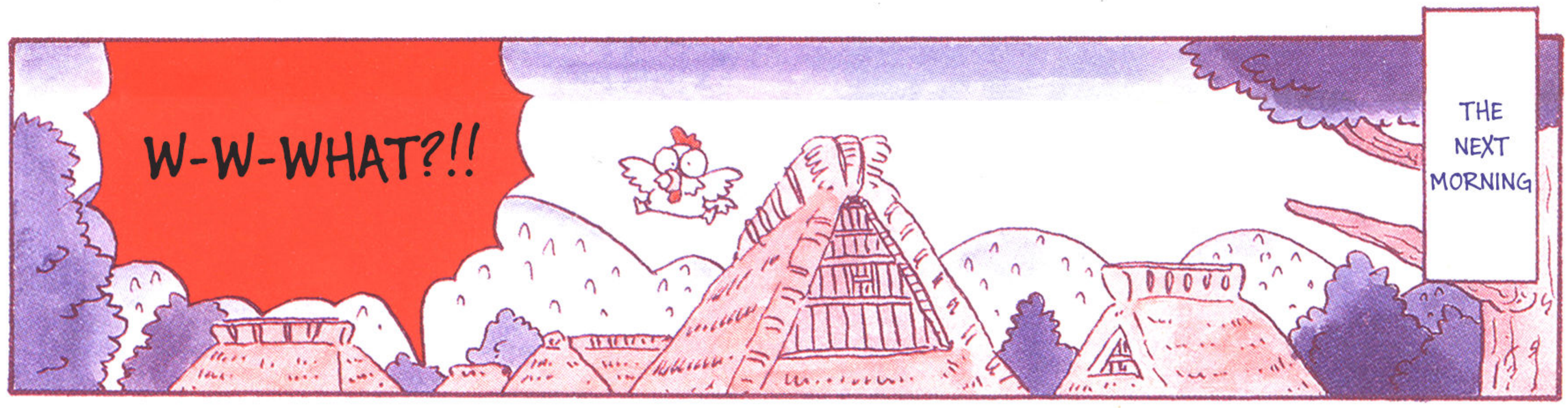
Our goal was to raise strong ninjas and revive Master Rahoi's ultimate Ninjutsu, so that someday we could defeat the Skull Shogun and avenge our comrades!

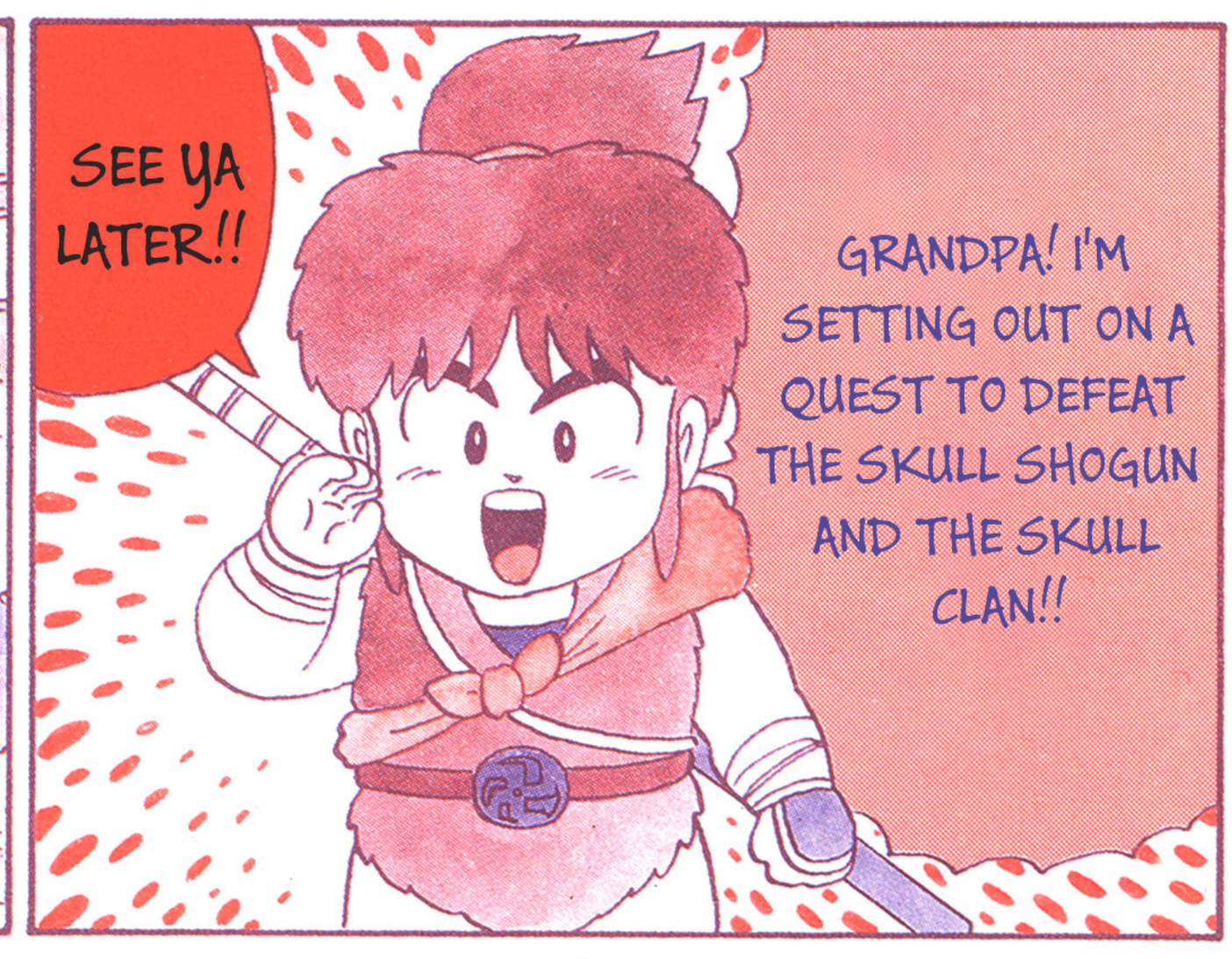
Hiroshi Akamatsu	Tetsuya Masubuchi	Hidetake Sawada	Daisuke Yagi	Tetsuya Yamagishi	Junichi Inada	Mitsuyuki Hokutou
Tomohisa Yamaguchi	Daisuke Yamaguchi	Hideki Ajiki	Fumio Saitou	Hideaki Ueno	Hideomi Ooya	Makoto Uemura
Hiroaki Matsui	Eiichi Fujiwara	Akifumi Sakamoto	Masato Tsujioka	Miki Adachi	Satomi Doujiri	Michiake Hashizume











Tsutomu Miyake	Tomoharu Naitou	Yuuichi Furuta	Shinya Fuchigami	Takuo Kawamura	Hiroki Kurihara	Toku Nakamura
Motoya Mizutani	Tooru Okada	Shingo Maeda	Kouichi Nishimura	Takeshi Kojima	Tetsuto Oono	Hiroshi Yamazaki
Takanori Katou	Masato Miura	Toyokazu Itou	Toshiharu Uragami	Hajime Matsumoto	Tooru Oonishi	Takayoshi Yatagai

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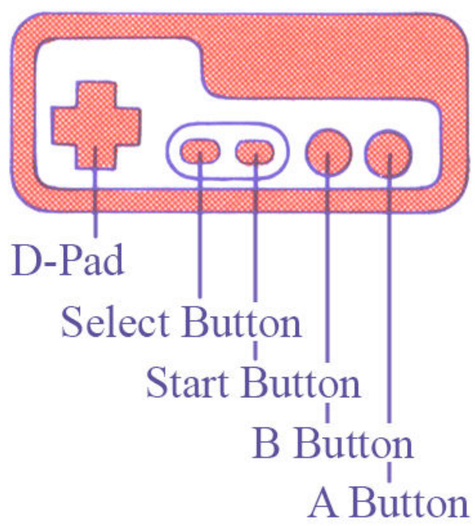
It all starts with selecting New Game.

Controls

Use the Directional Pad to move up, down, left and right. Bring up the Command Window to perform commands. Press the A Button to execute a command. Press the B Button to cancel Talk and other commands.



Start

Insert the cartridge into the Family Computer and turn the ↗ system on. The screen to the right will then appear. When you get tired of looking at it, press the Start Button!

Message Speed

Press up or down on the Directional Pad to select the speed you prefer, then confirm your selection with the A Button.

For those starting out

The very first time you play the game, select New Game.

Enter your name!

You can enter a name up to six characters long. Select letters using the throwing star icon, and confirm your selection with the A Button. (Use the B Button to backspace.) Please also choose a name for your best friend.

For those continuing

When continuing from a saved game, select Continue from the title screen. The Diaries with data in them will appear. Use the A Button to choose the Diary you would like to load from.

Diaries: There are three Diaries that you can save to. Select from Entries 1-3.

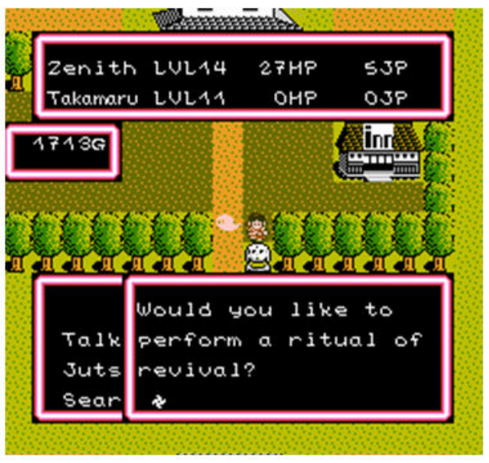
Turbo File: If connected to Turbo File, you can select from Files 1-3.

Save often!

The system may get turned off due to a power outage or carelessness, which could mean the end of your hard work. Save often and put your mind at ease!

Your ally is dead!

If an ally dies in battle, try talking to a Reviving Jizo. Give him a money offering and he'll resurrect your ally from the grave!



There's courage in quitting!

When quitting the game, be sure to talk to a Reviving Jizo in a hamlet or town to save your progress first.

You're dead!

If you perish, you'll return to the spot where you last saved. Be careful, though, because the Skull Clan will steal half of your money!

NORMAL COMMANDS

Press the A Button to open the Command Window. Select a command with the ✥ Directional Pad and press the A Button again to confirm. Press the B Button to cancel.

Talk

Use this to talk to people. Simply stand next to the person you wish to talk to and press the A Button. When in shops, make sure to talk to the person behind the counter.

Items

Use this to see what items you're carrying. Select an item with the ✥ Directional Pad, and you'll be given four options: Use, Eat, Drop, and "?".

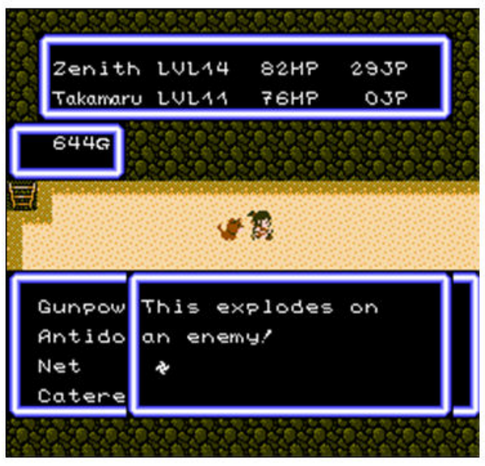
Use your equipment!

Use: Allows you to use items you're carrying. It also allows you to equip weapons, armor, footgear, etc. ↙

Eat: Allows you to eat items.

Drop: Allows you to drop items you don't need. Be careful, though! Dropped items can't be picked back up!

Use the "?" command for more info!



The "?" command gives you information on items, such as their effects. It will really come in handy!

Jutsu

Allows you to use Ninjutsu. Choose a Jutsu from the list, ↗ then select who you'd like to use it on. See pg. 33 for more information on Jutsu.

Status

Displays the status of your party members.

Search

Use this command to search the ground around you.

Scrolls

Allows you to read scrolls. Collect all five to learn the secret of the ultimate Ninjutsu!

BATTLE COMMANDS

There are six battle commands in all!

Memorizing the enemy's strength and learning special Ninjutsu will come in handy during battle!

Fight

Allows you to attack with a weapon. If there are multiple enemies, you must select with one to attack.

Item

Allows you to use items in battle. Items are accessible to everyone in your party, so be sure to share!

Jutsu

Allows you to use Jutsu. Be careful, though! Certain Jutsu can't be used in battle.

Condition

Allows you to check the status of your party members. Use it to see if a party member is poisoned, affected by a Jutsu, or Jutsu effects have worn off, etc.

To cover is to show you care!

Cover

Allows you to protect your allies. When covering an ally, you'll take damage instead of them. It's best used to shield weak allies or allies with low HP. Make sure to select which ally you'll cover.

Escaping is a valid strategy!

Escape

Allows your party to flee. However, the enemy may catch you, so constantly escaping from battle is not recommended. If you escape successfully, you'll still receive experience from the enemies you've already defeated.

Gaining Levels

When you gain a level, your HP and JP are fully restored! If you can determine how long it will take you to level up, you can incorporate that into your battle strategy!

STATUS

Displays the status of your party members. The Status Screen is described in the following section, so be sure to refer back to it!

The name of the game is levels!

Levels

Gaining experience in battle allows you to level up, which in turn lets you defeat enemies that you couldn't before. Also, the higher your level, the more effective your Jutsu is against enemies.

Exp.

You gain experience points based on the enemies that you defeat. Gain enough and you'll level up!

Although not described here, you can also see the Treasure and Outfit sections!

HP

A measure of your strength. It lowers each time you take damage, and you'll die if it reaches zero.

Max HP

The maximum amount of HP that the character has.

JP

The energy required to use Ninjutsu. The amount consumed varies depending on the Jutsu.

Max JP

The maximum amount of JP that the character has.

ATK

When your ATK increases, so does the damage you do to enemies. Using a strong weapon increases ATK.

DEF

When your DEF increases, enemies do less damage to you. Equipping sturdy armor increases DEF.

SPD

An increased SPD means you'll be able to dodge enemy attacks, perform pre-emptive attacks, and escape from battle more easily.

Money

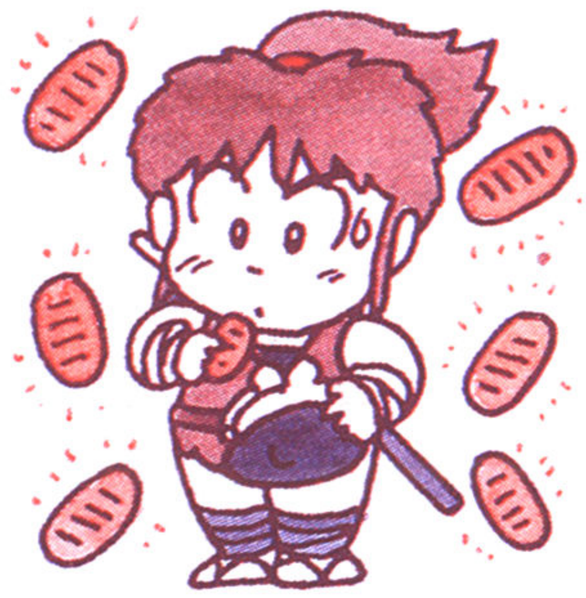
The amount of money that you have.

Jutsu

Displays Jutsu you've learned as well as their levels.

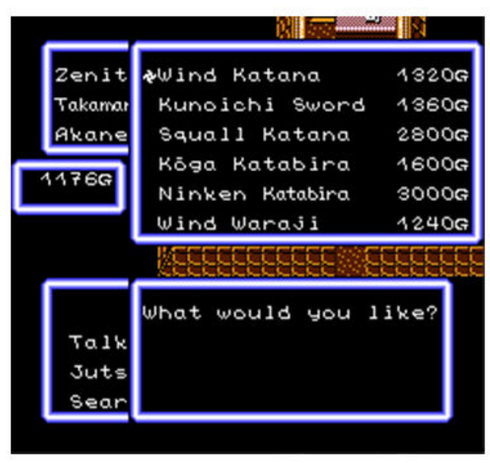
SHOPS

There are many different shops in the Shinobi Kingdom. They are marked with a sign, and multiple shops may be clustered inside one building.



Shinobi Arms Shop

These shops sell weapons and armor necessary for battle. Be careful, though!



Prices may vary from inn to inn.

Shinobi Depository

You can deposit your items here and withdraw them at any other Shinobi Depository. You can also use a Courier's Card to have items delivered directly to you.

Money Depository

You can deposit money here and withdraw it at any other Money Depository.

Some party members can only equip certain weapon and armor.

Shinobi Tools Shop

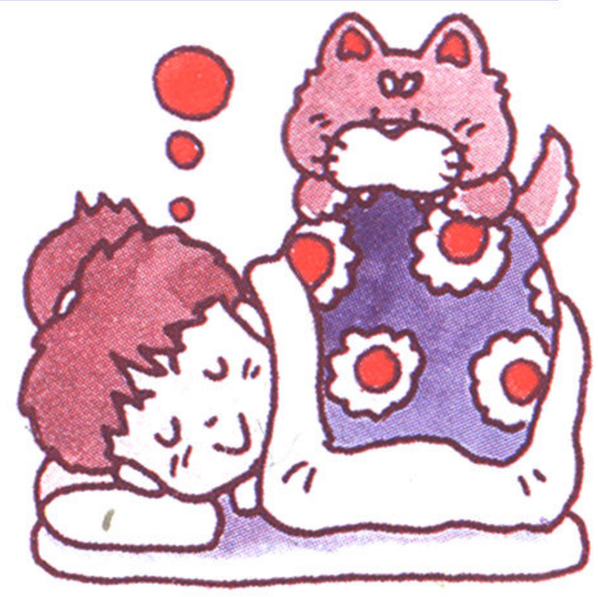
These shops sell various Shinobi Tools that might come in handy.

Pawn Shop

You can sell your weapons, armor, and items at these shops.

Inn

Stay at one of these to fully recover HP and JP lost during battle.



Tea House

These places sell Onigiri, Manju, and other restorative items.

Pro Bono Fortune Agency

The staff in these shops will give you a free psychic reading. They can tell you how strong you'll need to be in order to continue your journey.

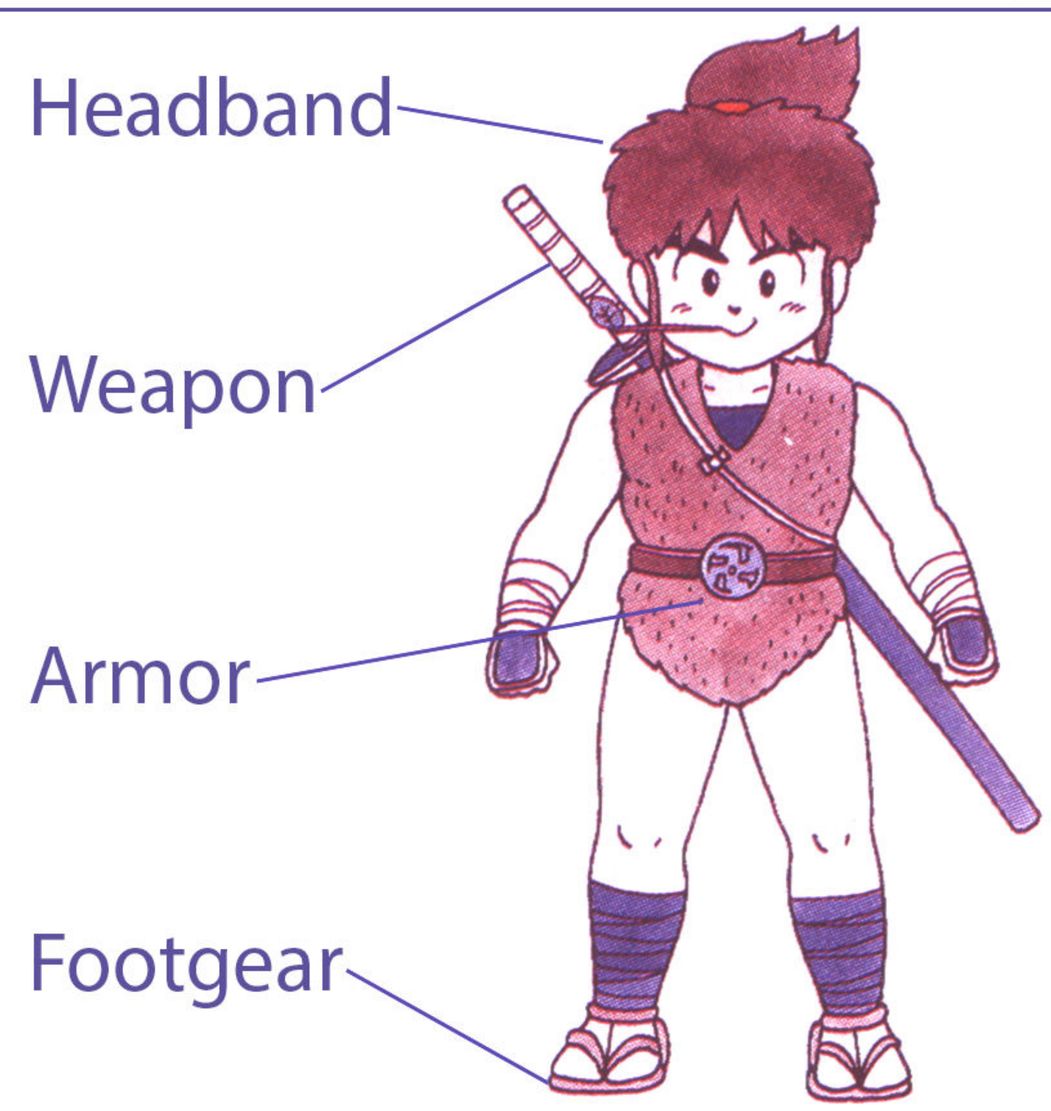
Skull Shop

These shops sell Skull Items of dubious quality.

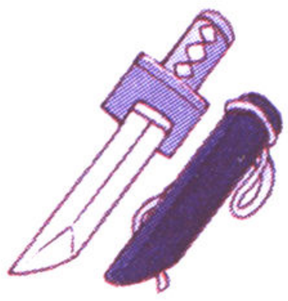
EQUIPMENT

Remember to select Items > Use to equip weapons and armor!

Select weapons, armor, and footgear, then equip them with the Use command.



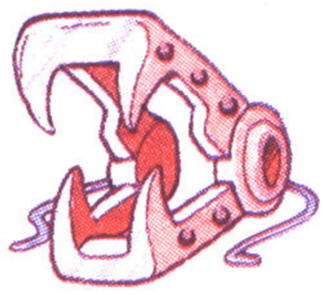
Weapons: Change the wielder's ATK.



Katana: A pretty standard weapon.

Kusarigama: Makes consecutive attacks easier. ↗

Kunoichi Katana: A blade used exclusively by female ninjas.



Copper Fang: Fangs for a Ninja Dog.

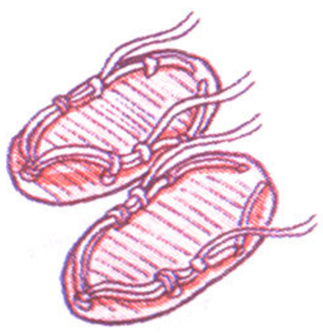
Armor: Changes the wearer's DEF.

Katabira: A thin Katabira made of cloth.

Coral Katabira: A sturdy Katabira made from hard coral.

Hachimaki: A protective headband made of cloth.

Footgear: Changes the wearer's SPD.



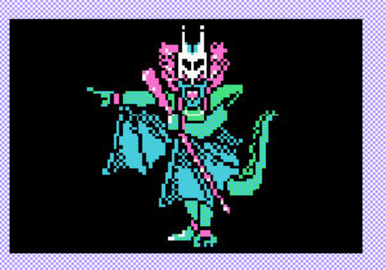
Waraji: Simple footgear woven from straw.

These are the four Skull Devas!

Genbu: Crafty, and has a high DEF.

Byakko: Powerful, specializes in consecutive attacks.

Suzaku: A Beast Lord who can control animals at will.



Seiryu: A terrifying Ninjutsu Master who sounds like a drag queen.

ITEMS

You'll often come across useful and not-so-useful items! Check them out with the "?" command!

Edibles

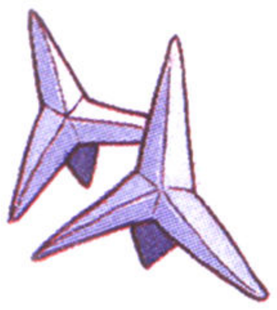
Food Capsule: Rations made into capsules for easy consumption.

Noodle Bowl: Your favorite thing to eat!

Plum Pill: Made with plum extract. Take it to recover JP.

Usable Items

These items can either come in handy or cause you big trouble.



Makibishi: Use these when running from the enemy.

Big Kite: Allows you to survey far-off terrain.

Other

Guts Ball: Allows you to survive a critical hit by sheer willpower.

TERRAIN

In the Shinobi Kingdom, there are places you can walk through, places you have to ride through, and places you can only pass through using Jutsu.

Places you can walk through:

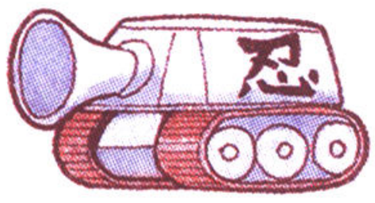
You can walk through terrain like roads, grass, and forests. The Skull Clan tends to appear more frequently in forests, though, so watch out!

Places to use Waterwalk:

Try using the Waterwalk Jutsu in shallow waters. However, you can't use it on the open sea.

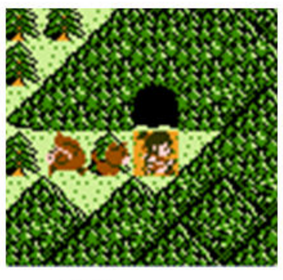
Places you can ride through:

You can use different modes of transport to cross mountains, lakes, oceans, and even the sky.



Other Terrain

Towns/ Hamlets



Caves

Enemy Castles

Train to acquire them!

During your travels, you will meet people (dojo masters, Tengu) who will teach you Ninjutsu. Ninjas will do battle with you, while Tengu will ask you to complete various tasks. This is how you learn Ninjutsu.

Practice makes perfect!

Constantly using Jutsu in battle strengthens their effects. There are five levels of Jutsu: Normal, Hyper, Super, Ultra, and Miracle.

Ninjutsu are an expression of the self!

Your personality is reflected in which Ninjutsu you decide to level up. You can focus on one Jutsu in particular, or all of them.

Tengu Jutsu (These can't be used in battle.)

Ninjutsu	Effect	Cost
Express	Allows you to rush back to any town or hamlet.	10
Waterwalk	Use this Jutsu to swim across shallow water.	0
Jingle	An economical Jutsu that generates money with each step.	0
Burrow	Allows you to burrow into the earth so that enemies can't spot you.	12
Massage	Using this Jutsu will make anyone laugh!	110
Exit	Use this Jutsu to instantly exit places like caves and enemy castles.	8
Sprint	Use this Jutsu to run super fast. Great if you hate walking at a snail's pace!	6
Fate	This Jutsu is tons of fun, so try it out! You never know what it might do!	18

Battle Justu (These are taught by dojo masters.)			
Ninjutsu	Type	Effect	Cost
Badabing	General	Restores one party member's HP.	6~
Foxfire	Battle	Damages a single enemy.	8
Napalm	Battle	Damages multiple enemies.	12
Binding	Battle	Prevents an enemy from moving.	8
Limpy	Battle	Lowers an enemy's ATK and DEF.	6
Runaway	Battle	Guarantees escape from the enemy.	9
Doppel	Battle	Creates a clone to aid you in battle.	6
Kaboom	Battle	Guaranteed to irradicate all enemies.	42

Type: General —— Can be used anytime.
Battle —— Can only be used in battle.
Cost: The amount of JP needed to use the Jutsu.

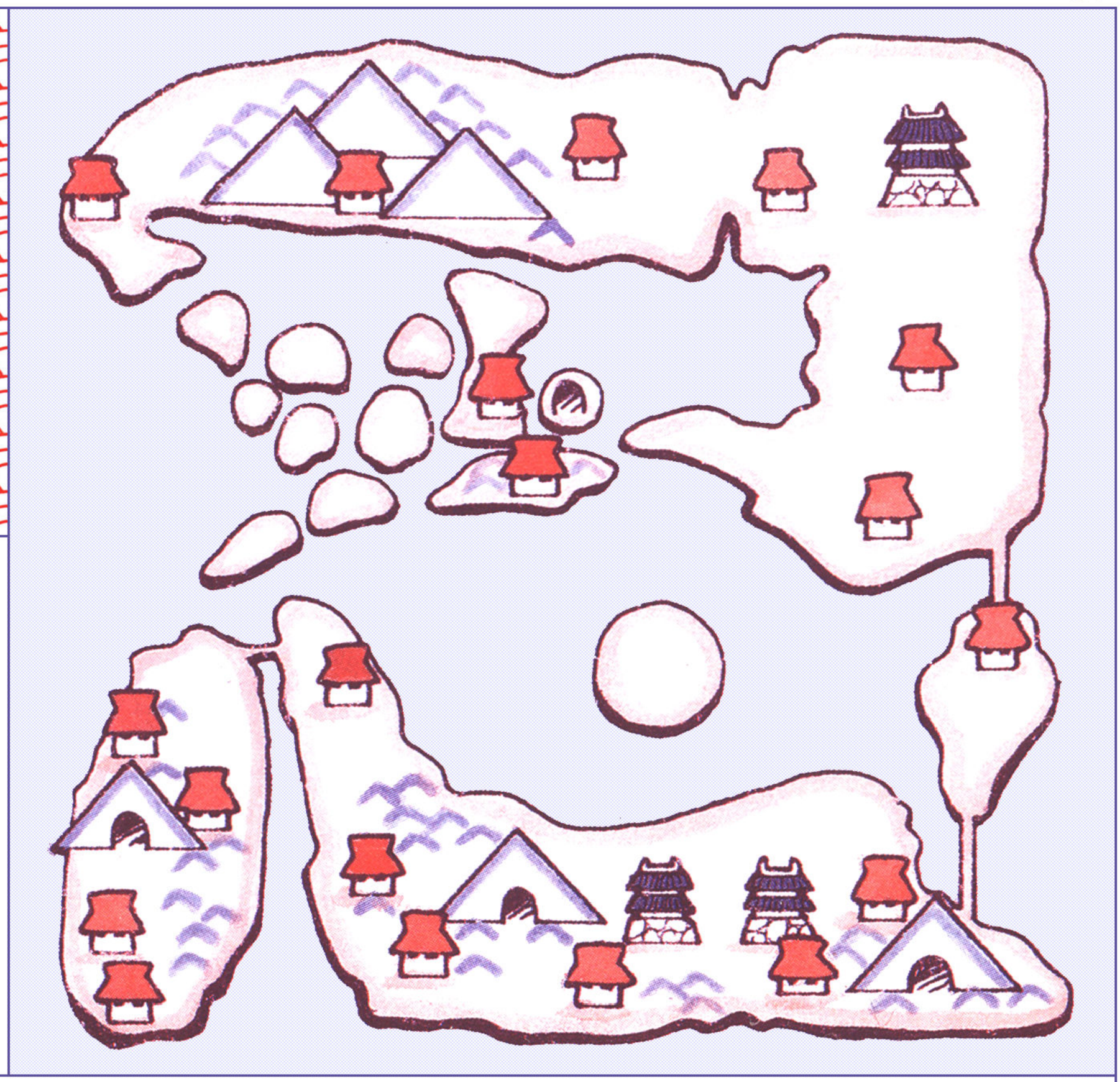
Akane's Jutsu (These are taught by dojo masters.)			
Ninjutsu	Type	Effect	Cost
Defense	Battle	Protects one ally.	5
Firefly	Battle	Makes enemy Jutsu less effective.	7
Vigor	General	Recovers all allies' HP.	8~
Puppet	Battle	Allows you to control enemies.	8
Transfer	General	Gives half of your JP to Kazemaru.	2
Powerup	Battle	Raises one ally's ATK.	10
Dispel	Battle	Dispels a Jutsu cast on an ally.	6
Haze	Battle	Lowers the accuracy of enemy attacks.	4

(Akane starts the game with Dispel and Haze.)

Towns/Hamlets
These contain Inns and shops.

Enemy Castles
These are the Skull Clan's bases.

Mountains
These rise steeply above the landscape, and can't be crossed on foot.



Warnings for using Turbo File

When using Turbo File...

- **If a "no file found" error appears when LOADING:**
  - The Turbo File is not connected properly. Make sure the connector is properly plugged in.
  - There are no saved files. (This occurs when starting the game.)
- **If an "error occurred" message appears when SAVING:**
  - The Protect Switch may be ON. Turn it OFF and try again.
  - The Turbo File is not connected properly. Make sure the connector is properly plugged in.
- **If this error message comes up when SAVING: "Too many Turbo Files! Erase last file?"**
  - Delete your last save and overwrite it with the "Ninja Rahoi!" save data. Be extra careful not to accidentally delete important saved data!
  You can typically have up to three Turbo Files at a time, but you may only be able to save in one file, depending on how much free space is left.

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Export, business use, and rental of this product is prohibited.

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Tel (03) 250-5600 (Info)

★Safety Warnings

1. This cartridge stores data using a battery. To maintain data storage, please hold the Reset switch when turning the system off. Inserting or removing the cartridge when the system is on or rapidly turning the Power switch on and off may erase saved data.
2. This cartridge is highly sensitive, so please avoid using or storing it under extreme temperatures. Do not hit or drop it, and do not dissasemble it.
3. Please avoid touching the connectors, and do not get them wet. Doing so may cause malfunction.
4. Do not clean with benzene, paint thinner, alcohol, or other such solvents.
5. Do not sit too close to the TV screen while playing.
6. When playing for long periods of time, try taking a 10-20 minute break every two hours for your health.
7. Unauthorized reproduction of this cartridge is prohibited. Unauthorized publication, display, or broadcasting of game images or content is prohibited.
8. Not for use with the Sharp C1.
9. After turning the system off, be sure to remove the AC adapter from the power outlet.

● We are unable to answer any questions regarding hints or game content by phone or mail. Instead, please see Famicom magazines, guidebooks, etc.

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